PRIMA'S OFFICIAL STRATEGY GUIDE

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THE OPERATIVE™

No One Lives Forever™

Steve Honeywell

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No One Lives Forever

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STEVE HONEYWELL

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CHAPTER 1: INTRODUCTION

In 1967, the world is protected by an agency known as UNITY—a covert organization that fights world terrorism. UNITY's agents are top of the line: able to infiltrate virtually any enemy base or facility, assassinate terrorist leaders, and crack down on international wrongdoing. No job is too tough, no problem too big.

But UNITY is strictly a man's company; all of the field operatives are men, all of the top brass are men. The spy game is deemed too risky for women, who might crack under the pressure of having the safety of the world riding on their shoulders.

Cate Archer is determined to change all of that. A reformed thief turned UNITY agent, Cate already had many of the skills needed to be a top-level spy. UNITY hired her and trained her, but has never given her a chance. Because of her superiors' conviction that a woman's emotions rule in tense situations, Cate has been relegated to surveillance assignments, and she chafes under UNITY's lack of confidence.

But now things are changing. UNITY agents are being systematically assassinated around the world. UNITY is desperate for field operatives, and must use Cate for a top-level mission. It's the chance she has been waiting for.

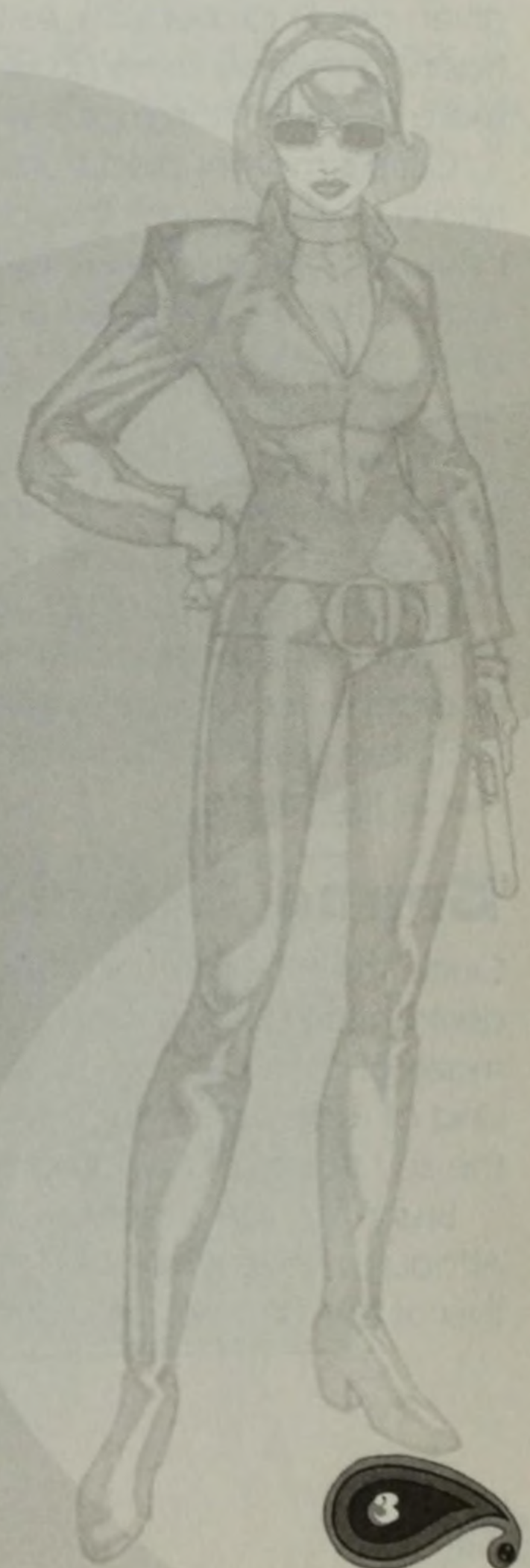
How to Use This Book

The following guide to *No One Lives Forever* indicates possible routes through 15 missions. Many missions offer several possible paths. The walkthroughs, in most cases, provide the quickest or most direct solution. This guide was written for one difficulty level. Remember that each level of difficulty presents different challenges.

One of the joys of the game is listening in on the many conversations between the enemies and civilians you encounter. At times in the walkthrough, it's suggested that you rush into a room with guns blazing when a stealthier approach might allow you to do more eavesdropping. So, while the walkthroughs present a suggested route, there are other possibilities. Also keep in mind that item locations are often random, so check the appendix at the back of the book for help locating certain items. The best way to find every item is to thoroughly explore every area.

In short, use this as a guideline that covers the high points of local interest and color. Maps in general cover the high points. It's up to you as a gamer to discover points of local interest and color.

Have fun, and don't forget your zip cord.



CHAPTER 2: AGENTS, OPERATIVES, AND SPIES

The Good Guys

Cate Archer

Cate Archer is your alter ego in *No One Lives Forever*. She is fiercely independent and competent, although she isn't usually given credit for her skills. As UNITY's only female operative, Cate has had to work extra hard, which has made her sharper and more intuitive than most UNITY field operatives.

Cate's mother died from complications during childbirth. Cate had a privileged childhood, but her father, without the sobering influence of Cate's mother, quickly spent his fortune. When Cate was 14, her life changed dramatically. Her father, now destitute, killed himself. Cate's life of privilege ended, and she found herself in an orphanage.

The experience left her angry. Cate soon turned to thievery as a way of life and became quite good at it. She stole only from the wealthy, and while she understood the consequences of her actions, a thief's life was fun and exciting.

Her life changed again when she attempted to take a stranger's wallet. The man nearly caught her, but Cate escaped with his watch. Little did she know that her victim was Bruno Lawrie, a UNITY operative. His watch contained a tracking device that led him to her. Impressed with her skill, Bruno recruited her. After four hard years of training and surveillance jobs, Cate is one of the few who made the grade.

Bruno Lawrie

Once the ultimate UNITY spy, Bruno Lawrie was on a fast train to destruction until he met Cate Archer. His life had become a maze of alcohol, women, and violence. Discovering Cate was a kind of redemption for Agent Lawrie; teaching Cate the tricks of the spy trade rejuvenated him.

Bruno is Cate's mentor—perhaps even a father figure. Although he's aware of Cate's competence, he's very protective of her, and will do anything to keep her from harm.

Smith and Jones

Smith and Jones are in charge of UNITY's operations. They oversee the organization and make assignments to field operatives. Both are former field agents themselves, extensively experienced in all facets of the spy business.

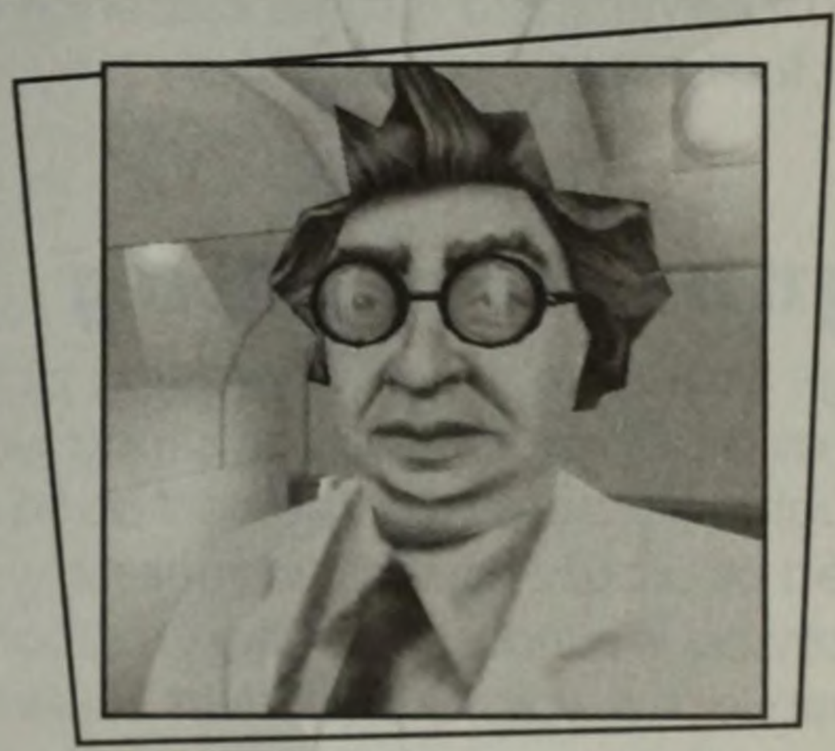
Smith, more recently retired from the field, is an extremely proper gentleman who expects perfection from himself and his agents. The dour Smith sees any slipup as utter failure. He sees himself as the voice of reason, but is perhaps a bit too demanding and cynical.

Jones, on the other hand, seems a little more flexible. While not willing to accept failure, he is more inclined to understand his agents' problems. Jones is not willing to risk national security for his agents, but he always tries to give them the benefit of the doubt.

Tom Goodman

Tom Goodman is an American agent working for UNITY. He is the epitome of a spy—daring, dashing, good-looking, and lethal. Goodman has had more than his share of incredible adventures and narrow escapes. Rather than make him cautious, these experiences have given him an aura of invulnerability, a large measure of brashness, and supreme confidence in himself. Cate works with Goodman in several missions.

Dr. Otto Schenker

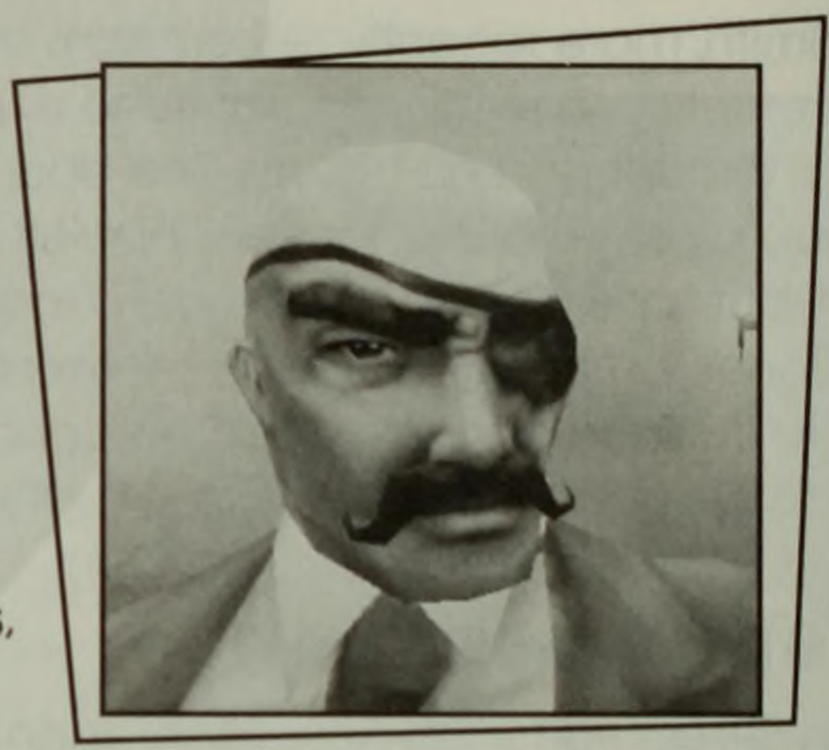


Dr. Otto Schenker is an East German scientist who wants to defect. He is a brilliant man, absorbed in his research yet aware of the consequences that his work on biological explosives could have on the world. He is more than willing to work with UNITY to keep his research from falling into the wrong hands.

The Bad Guys

Dmitrij Volkov

Perhaps one of the most brilliant and devious minds in the world, Volkov has an interesting past. As a child in Kamchatka, Volkov was renowned as a chess prodigy and reviled for using an array of torture techniques on neighbors' pets. Volkov has been credited with the execution of more than a thousand spies and Soviet dissidents. He is distinguishable by his eye patch, worn since he lost an eye courtesy of UNITY agent Bruno Lawrie. His whereabouts are unknown, but recent reports put him in the employ of the criminal organization H.A.R.M. Volkov is fond of dramatic flourishes. When he kills, he always places a Regal Finale lily near the body of victim.

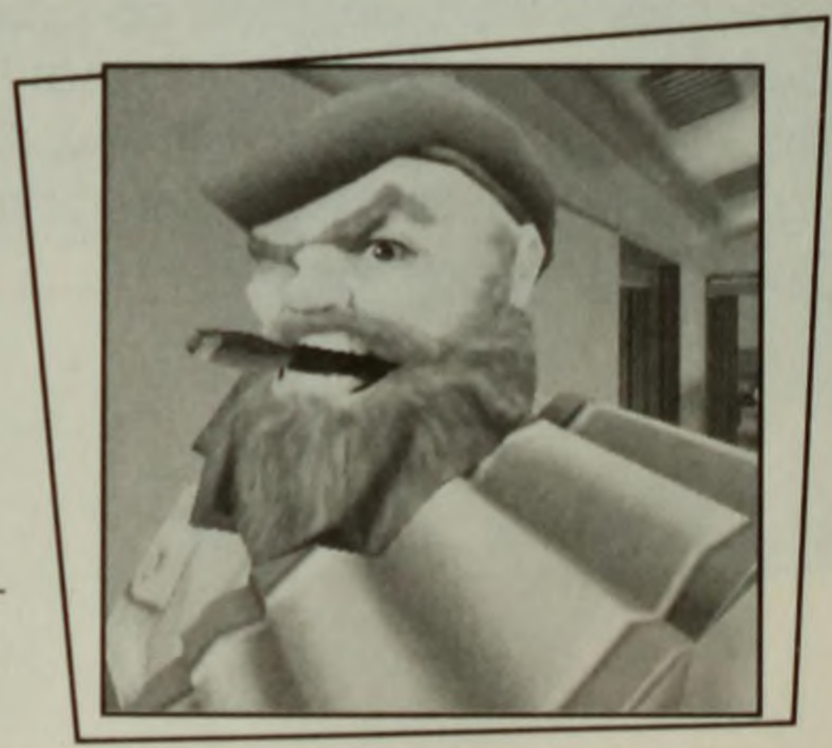


Inge Wagner

Inge, who is rumored to be a distant relative of German composer Richard Wagner, was pushed into an opera career by her doting parents. Unfortunately for the girl, she was (and still is) completely tone-deaf. She is perhaps the most talentless diva in the world. Her lack of talent and inability to make a living as a singer have turned her to a life of crime. There is some evidence linking Fraulein Wagner to H.A.R.M.

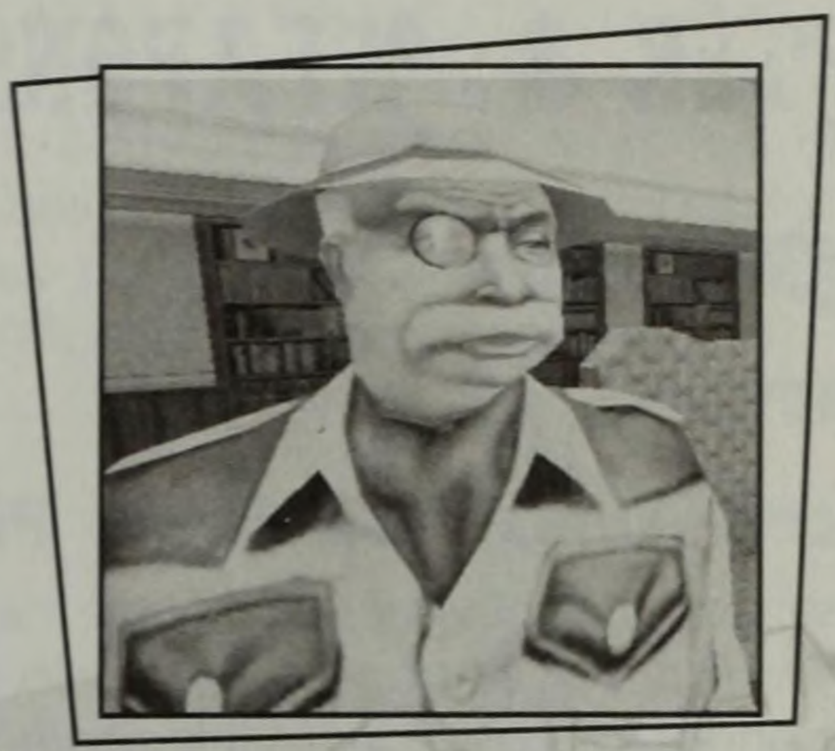
Magnus Armstrong

This huge Scotsman has an interesting past. Though often in trouble as a boy for fighting, Armstrong was at least fair: He only fought with boys who seemed up to it, and was never regarded as a bully. He was, in general, well thought of. Eventually, he wound up in military school and served with distinction in the war. An explosives expert, Armstrong reportedly once demolished a rail line and a supply train with nothing more than a shovel and a hand grenade. He is currently



linked to H.A.R.M., which is uncharacteristic. Most of his arrests after the war have been for public brawls; his criminal activity has never been this serious.

Baron Dumas



Baron Archibald Dumas is the owner and president of Dumas Industrial Enterprises, which has been linked to H.A.R.M. The Baron views himself as a Renaissance man, but, in truth, he seems to be incapable of much of anything. By all accounts, he is a complete buffoon who had the good fortune to be born into money.

Baroness Felicity Dumas

The Baroness, wife of Baron Archibald Dumas, is quite a bit more savvy and intelligent than her husband. Like Cate, she has a cloudy past filled with scandals. Her possible connections to H.A.R.M. are currently unknown, but like her husband, there are some suspicions surrounding her.

CHAPTER 3: WEAPONS AND GADGETS

Weapons

Firearms

Shepherd Arms P38 9mm Pistol

The most serviceable of your weapons is the Shepherd Arms P38. This 9mm pistol can be fitted with a silencer, making it perfect for covert work. It is also easy to conceal, which makes it ideal in situations where discretion is crucial to success. This highly reliable pistol was used extensively by covert operatives during the war. A magazine holds 10 shots, making it useful against multiple enemies.

Petri .38 Airweight Revolver

As easily concealed as the P38, the Petri Airweight revolver holds five bullets. It cannot be fitted with a silencer, which makes it a little less useful in covert operations. However, its simple design and light weight make it easy to transport and use. It also takes a variety of ammunition, making it one of the most versatile weapons in your arsenal.

NOTE

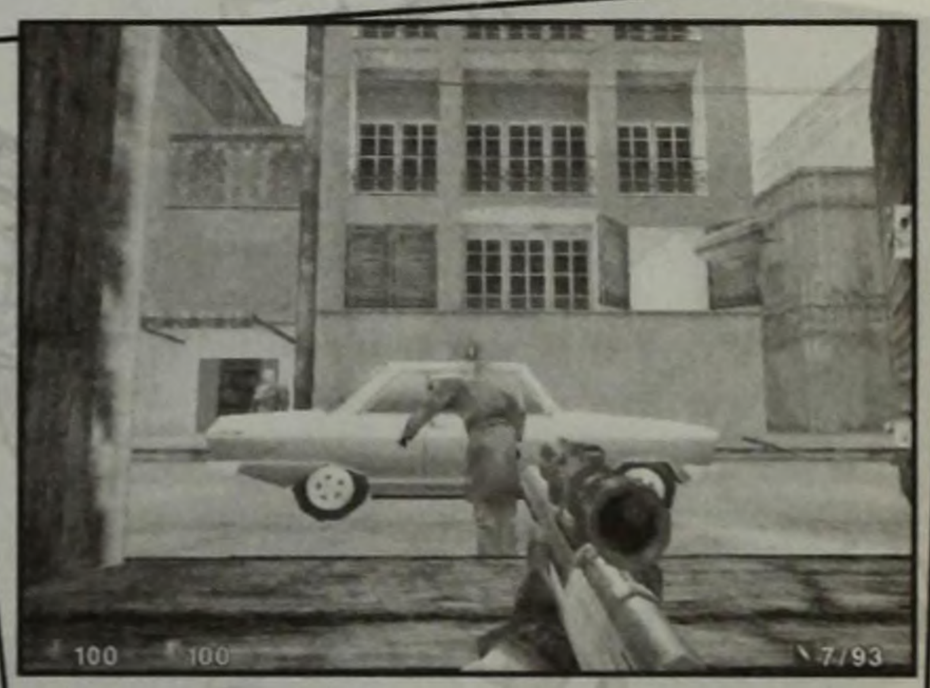
The Petri .38 Airweight revolver is Cate Archer's signature weapon.

Braun 9mm Parabellum

Although favored by spies and outlaws worldwide, this antiquated pistol is not reliable in many situations. You often find it on the bodies of slain foes, however. It is fairly serviceable, but it has a loud bark. It holds a 10-round clip and reloads quickly, making it useful in situations where you need a lot of bullets in a short time. It uses the same ammunition as the Shepherd Arms P38.

Hampton Carbine

One of the few weapons truly suited for covert work, the Hampton Carbine packs a little less punch than a normal .45-caliber rifle. What it loses in power it makes up in stealth. This rifle is almost completely silent, emitting no more noise than a muffled cough. It can be fitted with a scope for additional accuracy. The Hampton Carbine holds a 10-round clip, but it is a bolt-action rifle, which means a long time between shots. Excellent for sniping, this is not a weapon to use in a firefight.



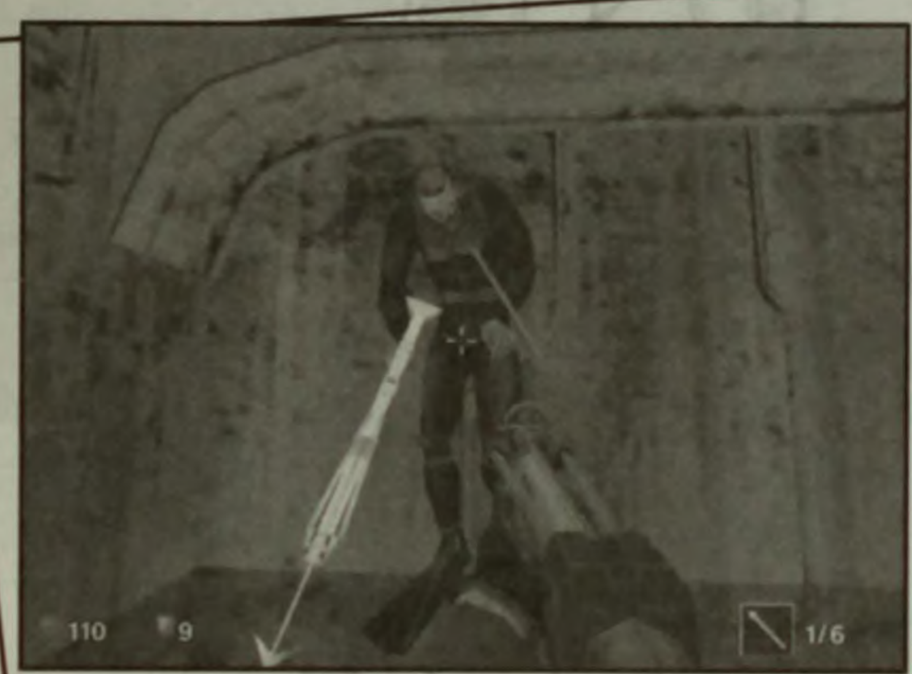
Hampton MPL 9mm SMG

Another Hampton model, this submachine gun is one of the most trusted weapons on the market. Deadly and efficient, this weapon will see you through tough situations. It holds a 30-round clip, and can blast through even the toughest enemy in moments. It packs a lot of power in a small frame and uses the same ammunition as your 9mm pistols. A silencer has been developed for this weapon, which can be located during the course of the missions.

AK-47 Assault Rifle

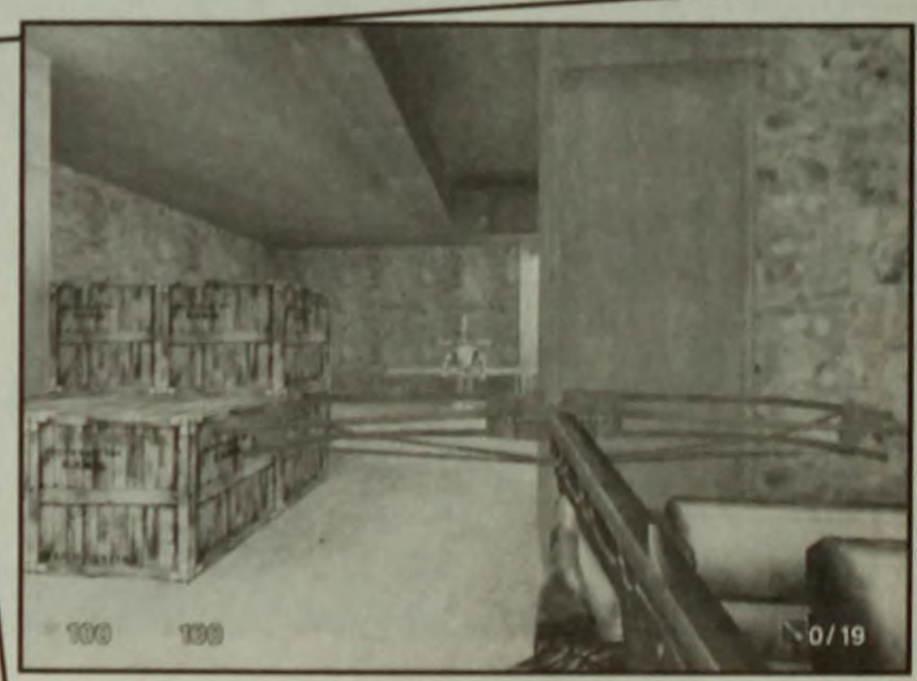
Few weapons can match the raw power of the Soviet-made AK-47. Like the Hampton SMG, this weapon holds a 30-round clip that can be fired in seconds. It is more powerful than the Hampton SMG, but uses specialized ammunition. Fortunately, this ammunition is relatively easy to come by. Many of your enemies will be carrying AK-47s, which makes them dangerous but also allows you to put one of the best weapons available into your inventory. When you need a lot of carnage fast, there's nothing better.

Morris Model 14 Spear Gun

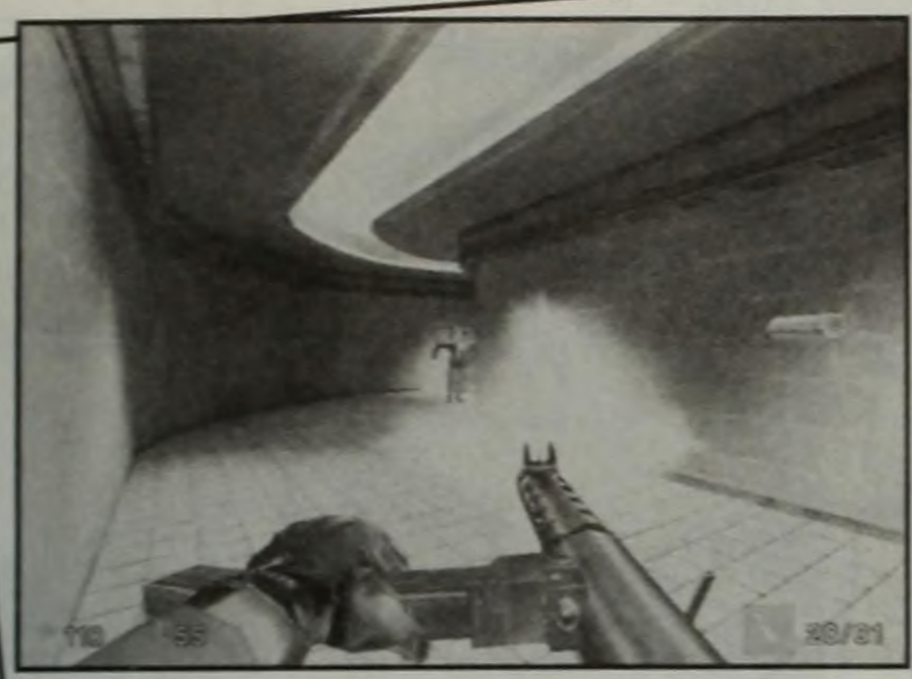


Normally used with SCUBA equipment, this weapon is just as effective on land. In the hands of a marksman, it is a deadly instrument underwater, pinning opponents and killing them quickly. Its spears hit their target quickly, thanks to the weapon's power. The main drawback of the spear gun is that it holds only one spear at a time, and takes a second to reload between shots.

Sportsman EX Crossbow



Seemingly from a bygone age of warfare, this crossbow is actually a high-tech piece of equipment. Able to fire a single bolt with enough power to kill virtually any target with a single hit, the crossbow is silent as well, making it extremely effective for missions where stealth is imperative.

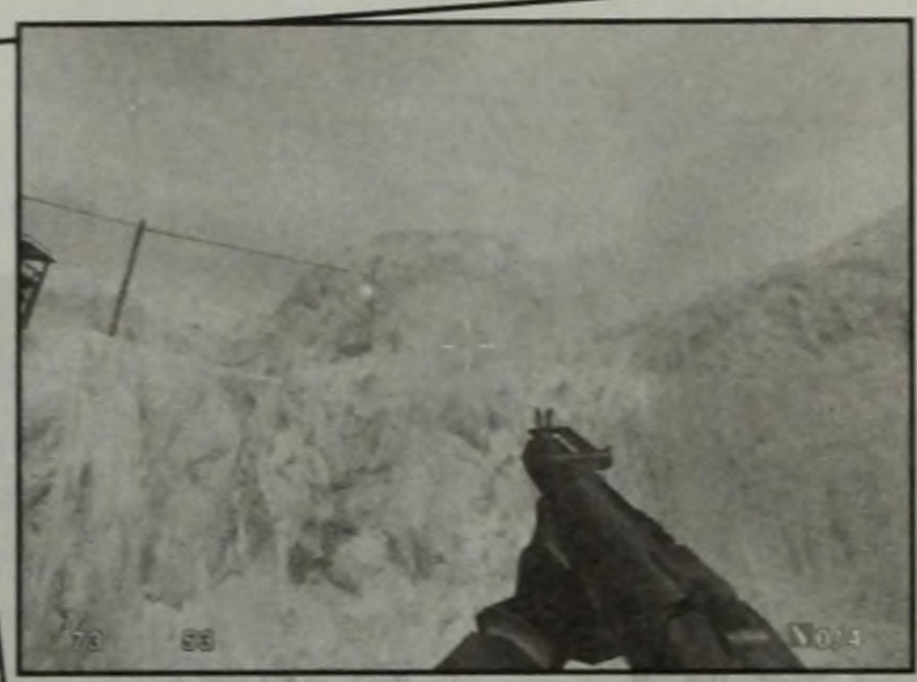


Gordon 9mm SMG

The Gordon 9mm machinegun is favored by criminals and villains the world over. Noted for its side-mounted clip, this weapon is fairly reliable, although it does not offer the raw power of the AK-47 or the Hampton SMG. It features a 30-round clip and a quick reload time, making it good in a firefight.

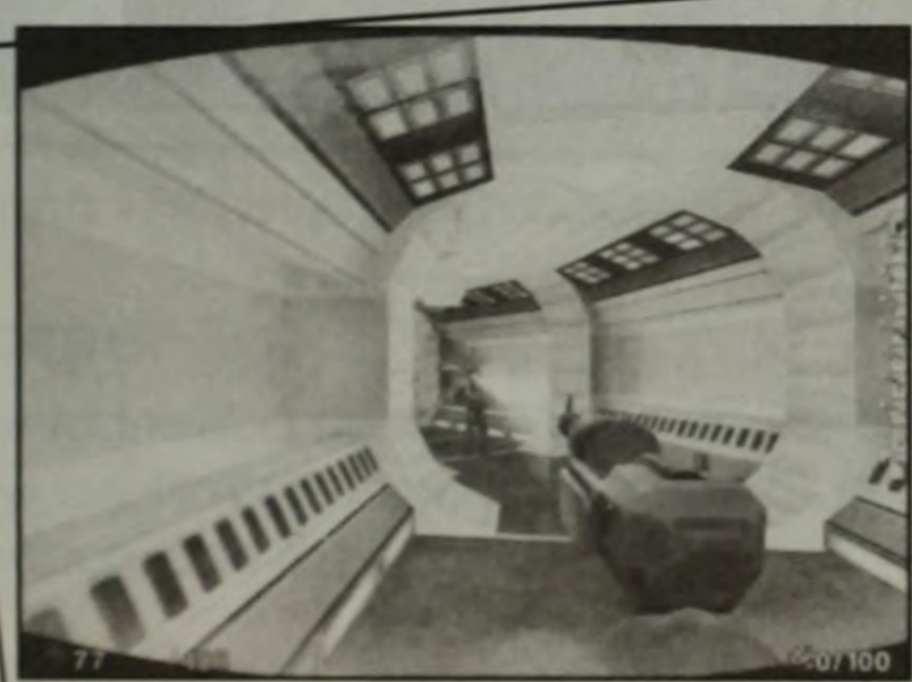
M79 Grenade Launcher

This weapon of American design has long been used by the U.S. military. It is a rugged and reliable weapon, able to fire grenades a long distance with incredible accuracy. It won't be a weapon you see too often, but you'll be happy you have it when it's in your inventory.



Geldmacher SVD Sniper Rifle

This rifle, of East German manufacture, is among the deadliest in the world. Incredibly powerful and accurate at even extreme ranges, the Geldmacher is truly a sniper's weapon. It holds a 10-round clip, making it useful against several targets in rapid succession. Its only drawback is its extremely loud report.

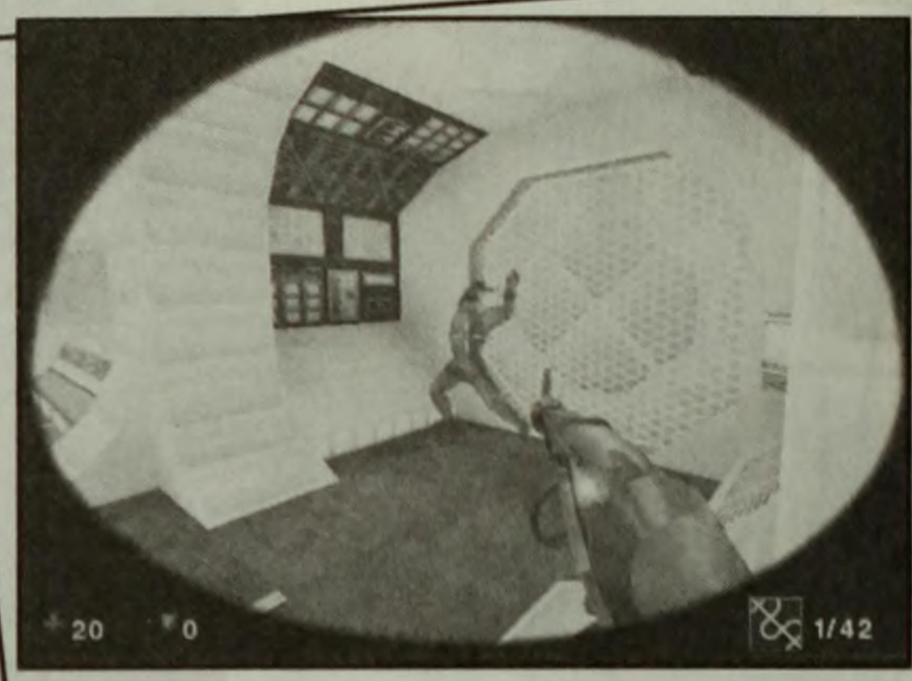


Laser Gun

H.A.R.M. thugs carry this standard issue laser weapon in outer space. Capable of cutting right through armor and harming the person underneath directly, these weapons have a slow reload time, making them ineffective in a firefight. It's a great weapon against a single, unprepared enemy. A kill scored with this weapon vaporizes the victim.

Super Atomic Laser Weapon

Here's a handy item. You will find this device while on the space station in Earth orbit. This is a high-powered weapon that eliminates its target. Wing enemies with this weapon and watch them disappear before your eyes.

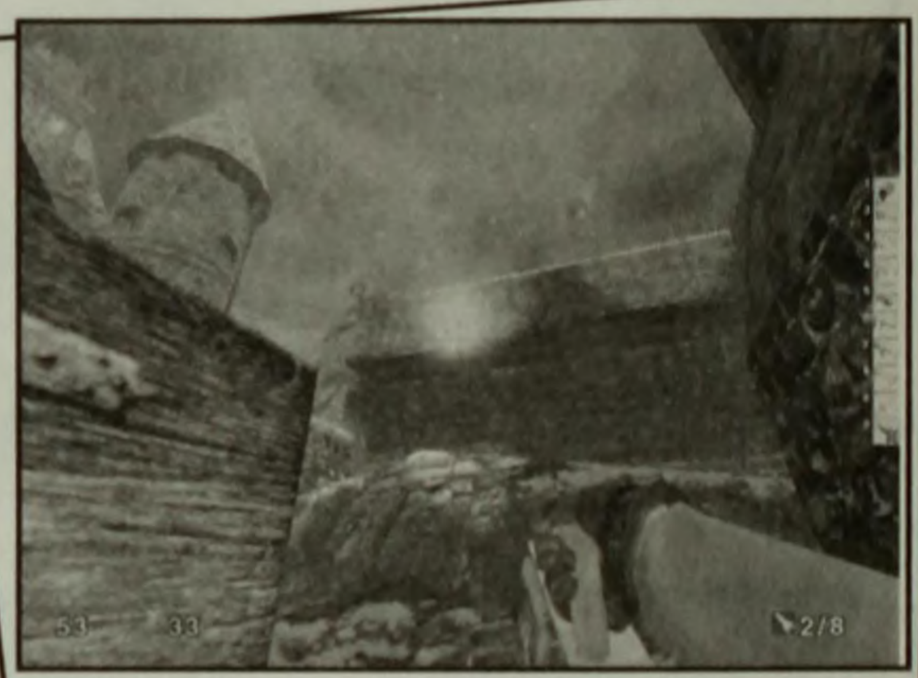


Bacalov Corrector

This single-shot pistol, which comes with a scope attached, is an instrument of destruction. While it has a long reload time and must be reloaded after every shot, it packs an incredible punch. It fires explosive rounds that detonate on impact, taking out the target and anything in the vicinity. This is not a stealthy weapon, but it certainly is effective.

Briefcase

This specially modified UNITY briefcase is capable both of holding important documents securely and of giving you a little added offensive potential. It has been fitted with a missile launcher, allowing you to put some high-powered explosives where they are most needed. It comes in handy against vehicles or any time you need to blow away everything in the vicinity. The reload of this weapon is slow, and the missiles do not travel quickly, so it's not easy to use against distant or moving targets.



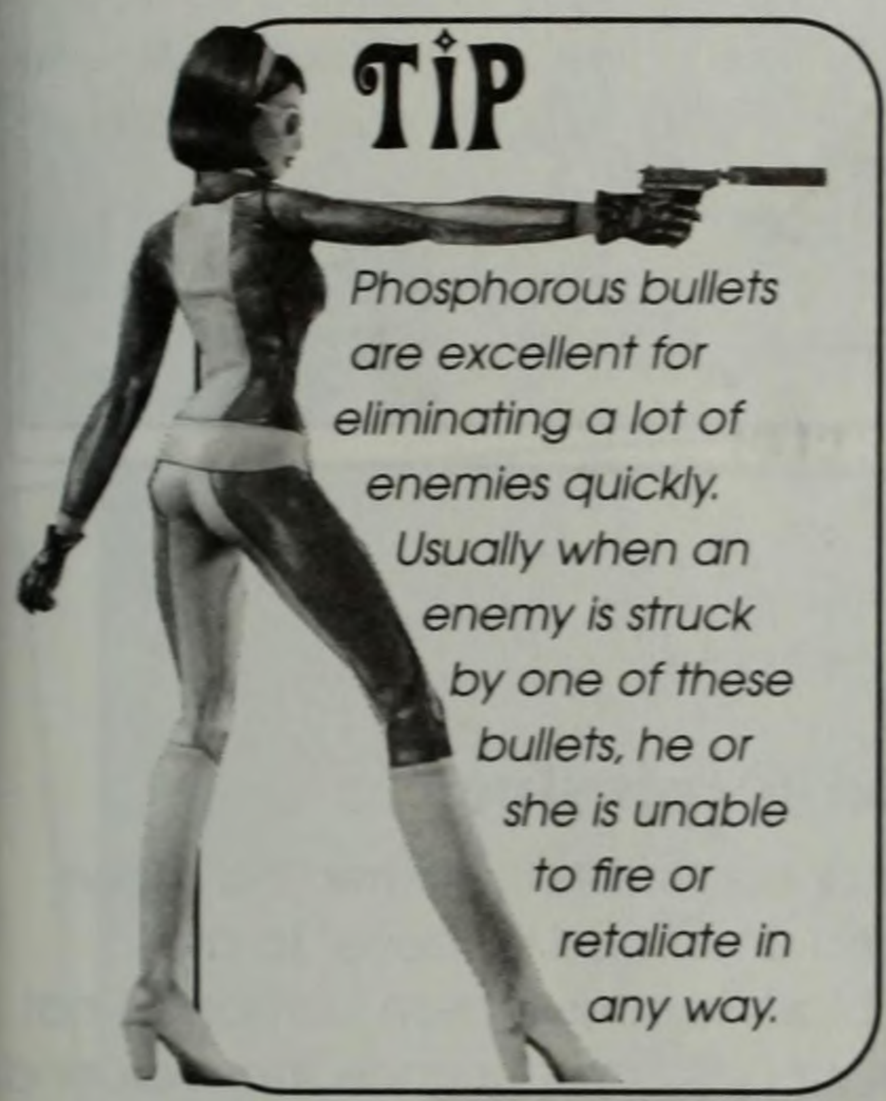
Ammunition

Full Metal Jacket

Your default bullet selection is FMJ rounds. These bullets have excellent penetrating power but do not cause as much damage as some bullets you can find. These are excellent against armored targets.

Dum-Dum Bullets

Dum-dum bullets are the opposite of FMJ rounds. These bloom upon impact, dramatically increasing their stopping power over FMJ rounds. However, this reduces their ability to penetrate armor. Against unarmored foes, nothing works better. They can also cause bleeding wounds that drain additional health for a short period of time.



TIP

Phosphorous bullets are excellent for eliminating a lot of enemies quickly. Usually when an enemy is struck by one of these bullets, he or she is unable to fire or retaliate in any way.

Phosphorous Ammunition

Originally designed as tracer rounds, when phosphorous bullets strike their target, they burn—and continue to burn. Almost any person struck with a phosphorous bullet will be killed by it. Depending on the location of the wound, that death may be slow, painful, and noisy.

Cyanide-Tipped Rounds

These nasty slugs do more than just wound anyone hit with them. The tips of these rounds are coated with poison, which makes them doubly effective. Anyone hit with a cyanide-tipped slug not only sustains damage from the bullet, but takes additional damage from the poison, and has to deal with the resulting hallucinations.

High-Explosive Rounds

When you have to be sure that an enemy is knocked down and stays down, use these rounds. Far from subtle, HE rounds explode on impact, taking down all but the most heavily armored enemy in a single hit. If you don't care about sneaking around, these are an excellent way to go.

Accessories

Silencer

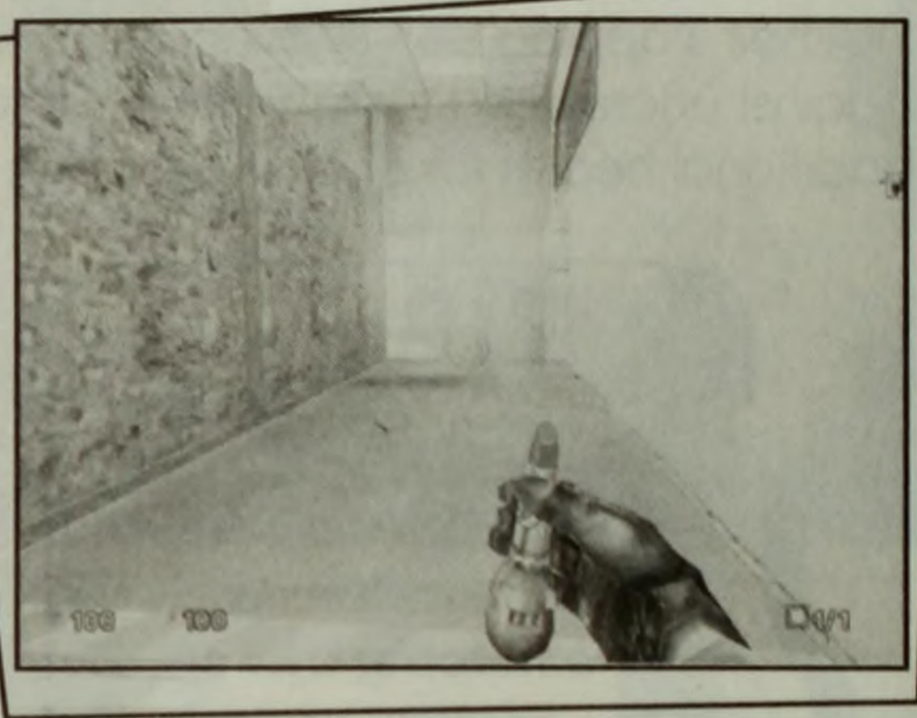
Both the Braun 9 mm Parabellum and the Shepherd Arms P38 can be fitted with a silencer. When used, this device dramatically reduces the weapon's noise. In most cases, this allows you to fire at targets without drawing attention.

Scope

Several weapons, including the Hampton Carbine, the Bacalov Corrector, the Sportsman EX crossbow, and the Geldmacher SVD have scopes available. Scopes increase your accuracy with the weapon, and allow for better long-range shooting.

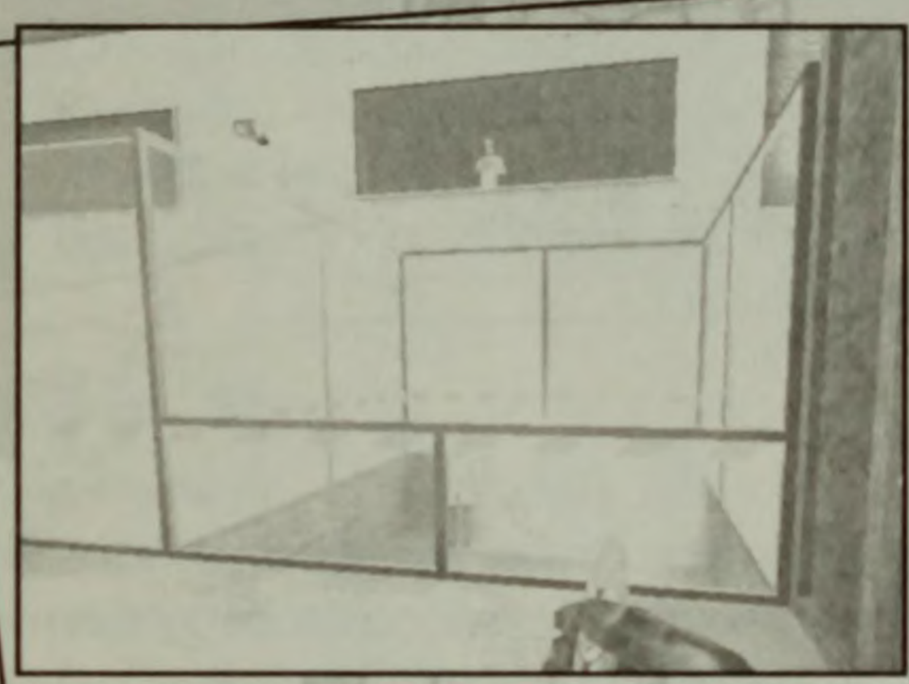
Gadgets

Offensive Items



Lipstick Impact Bombs

Disguised as an ordinary lipstick, this is a low-impact hand grenade that detonates on impact. Although these aren't much for subtlety once thrown, you can walk around with them in your hand without arousing any suspicion. Be careful of the blast radius.

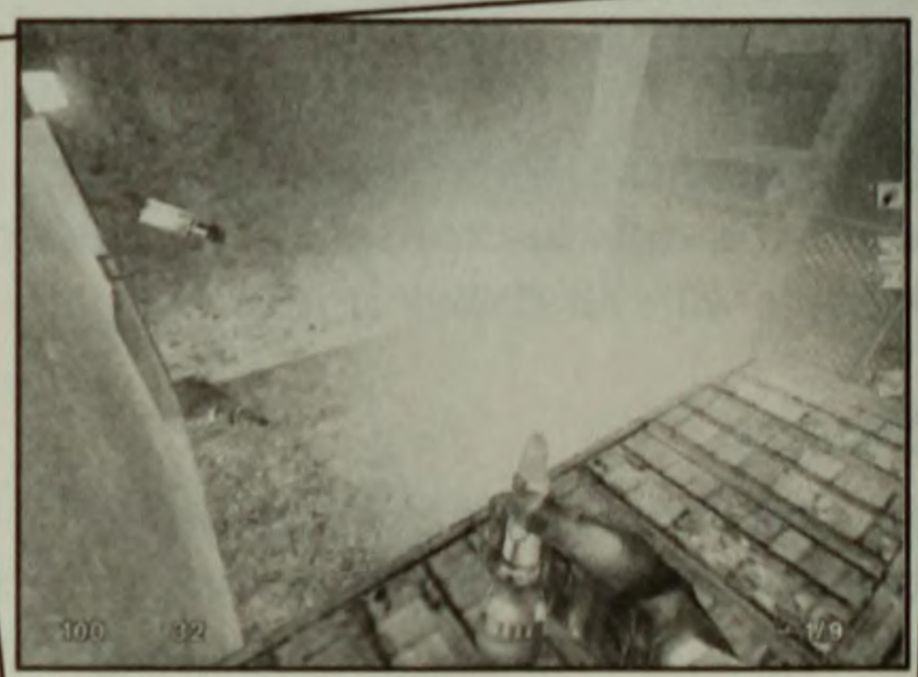


Lipstick Timed Explosives

An innovation in lipstick explosives is a timer. This allows you to throw the bomb and head for cover to avoid being caught in the blast. Because these bombs do not detonate on impact, you also can bounce them around corners or down staircases, taking out enemies quickly and efficiently before they even see you.

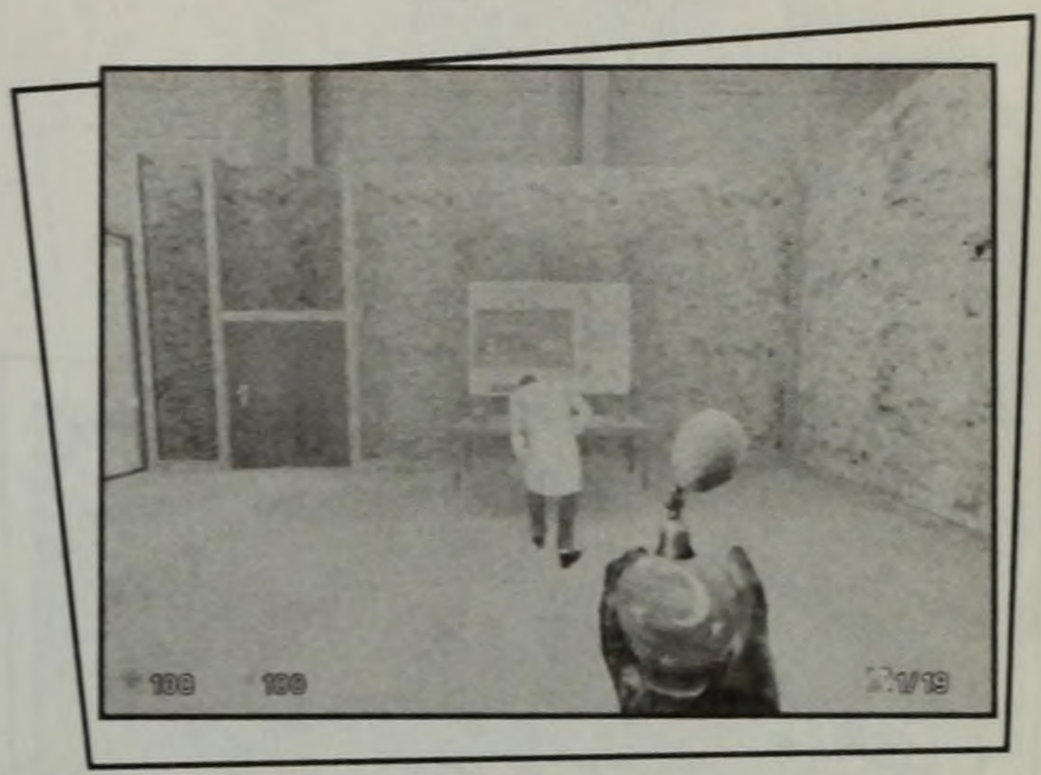
Lipstick Proximity Explosives

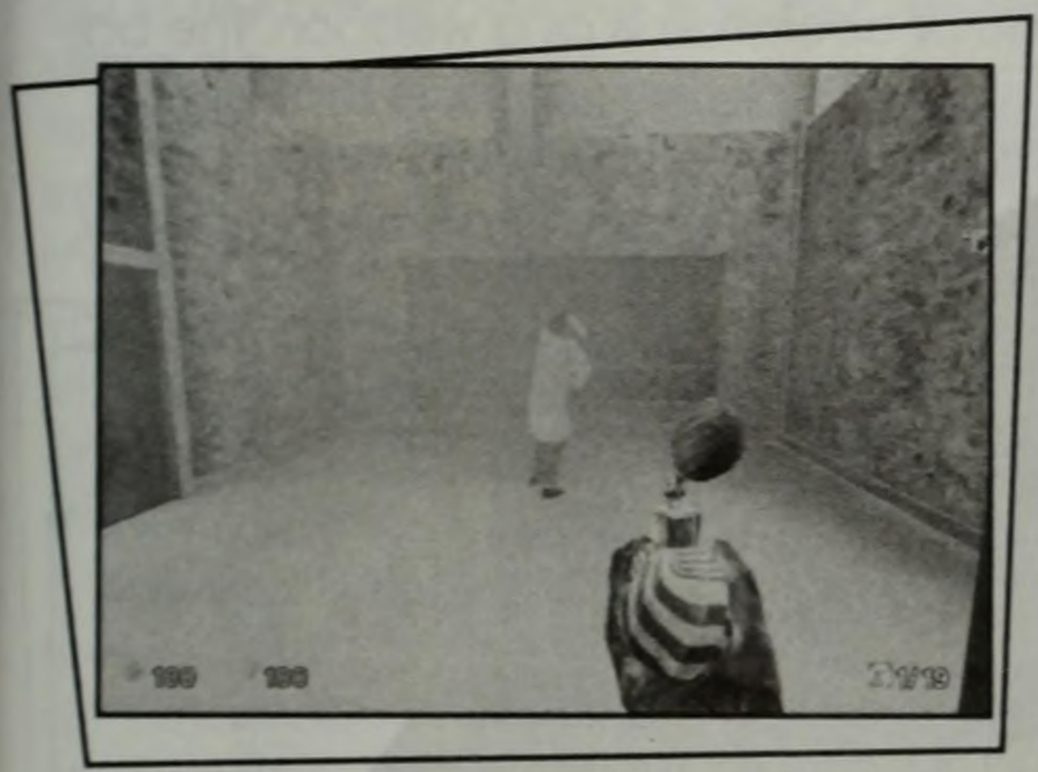
Like the other explosives you carry, these devices are disguised as ordinary lipsticks. The proximity explosive doesn't detonate until a target walks near its location. Stepping near this device triggers it, and causes a massive explosion capable of killing off an individual. Keep track of where you throw them—you can set them off just as easily as a H.A.R.M. thug can. This device sticks to metal objects making them more useful.



Sleeping Gas

The tech boys in Santa's Workshop have outfitted you with a perfume atomizer. It looks harmless, but it can be filled with a variety of useful gases. The first and most basic is a sleeping formula that knocks a target unconscious. Be careful, or you'll end up knocking yourself out as well. Naturally, this device is excellent when you can't risk making noise killing someone.





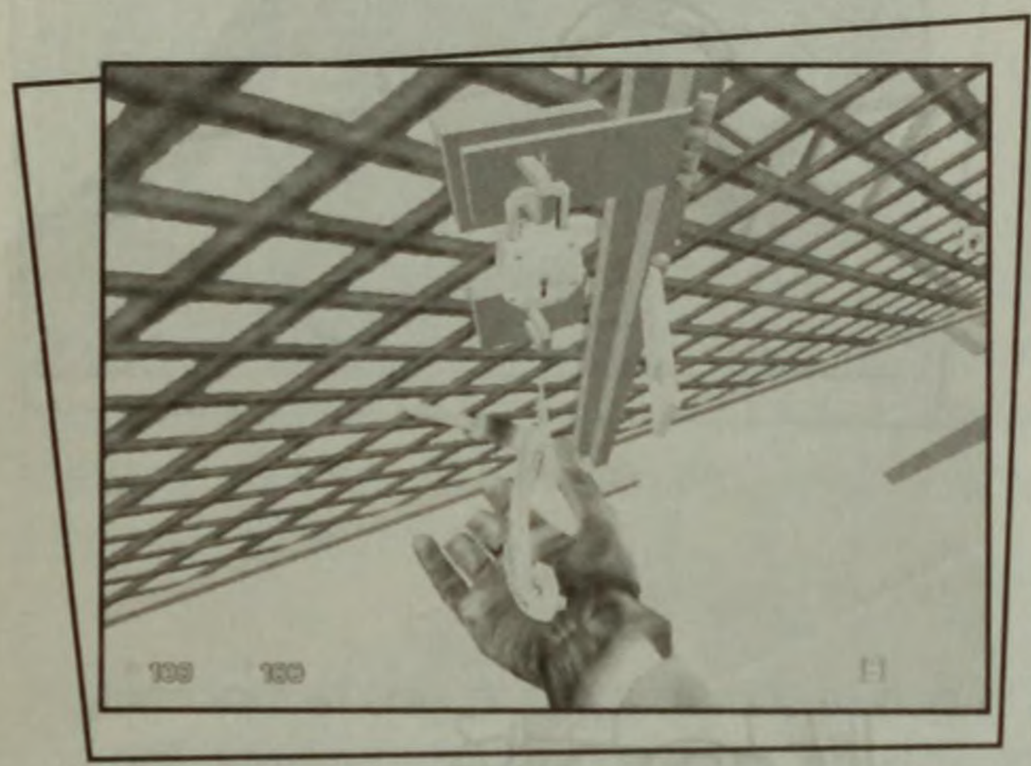
Stun Gas

An innovation in gas technology, stun gas temporarily blinds and disorients anyone in its area of effect. This allows you to sneak past without being noticed. Better, it doesn't leave unconscious or dead bodies lying around to make others suspicious.

Acid Gas

Another gas innovation, this substance is actually a jellied liquid that contains a high amount of corrosive acid. When sprayed on a target, it causes a very painful and quick death.

Thief Tools



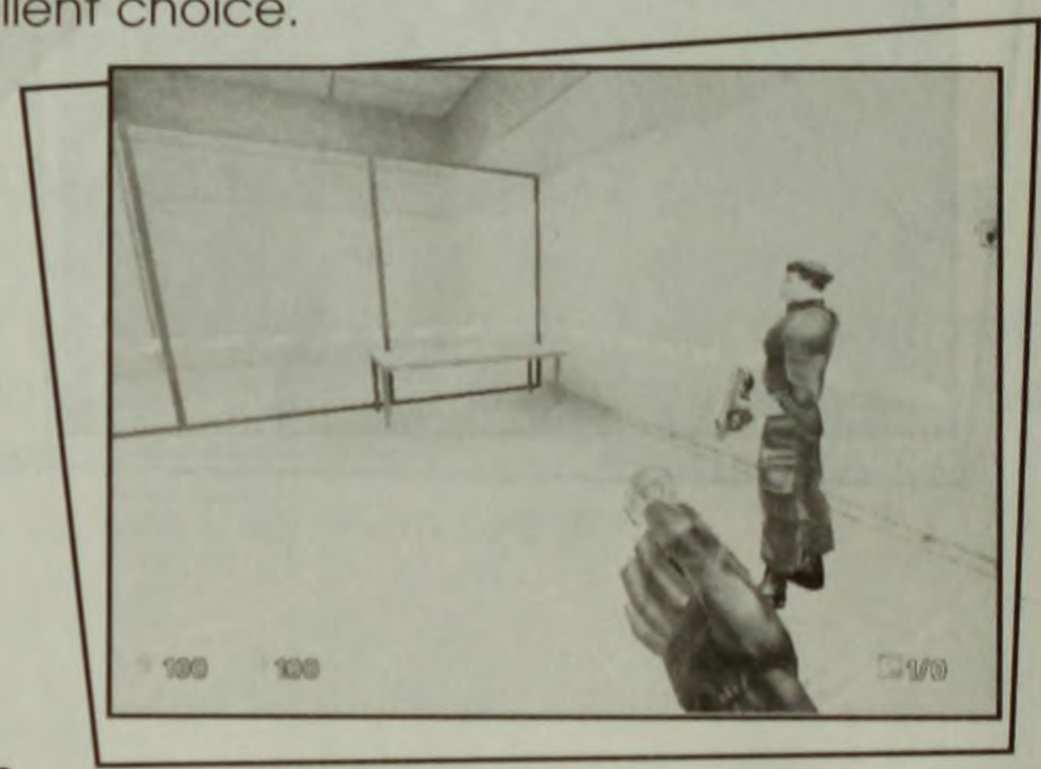
Barrette

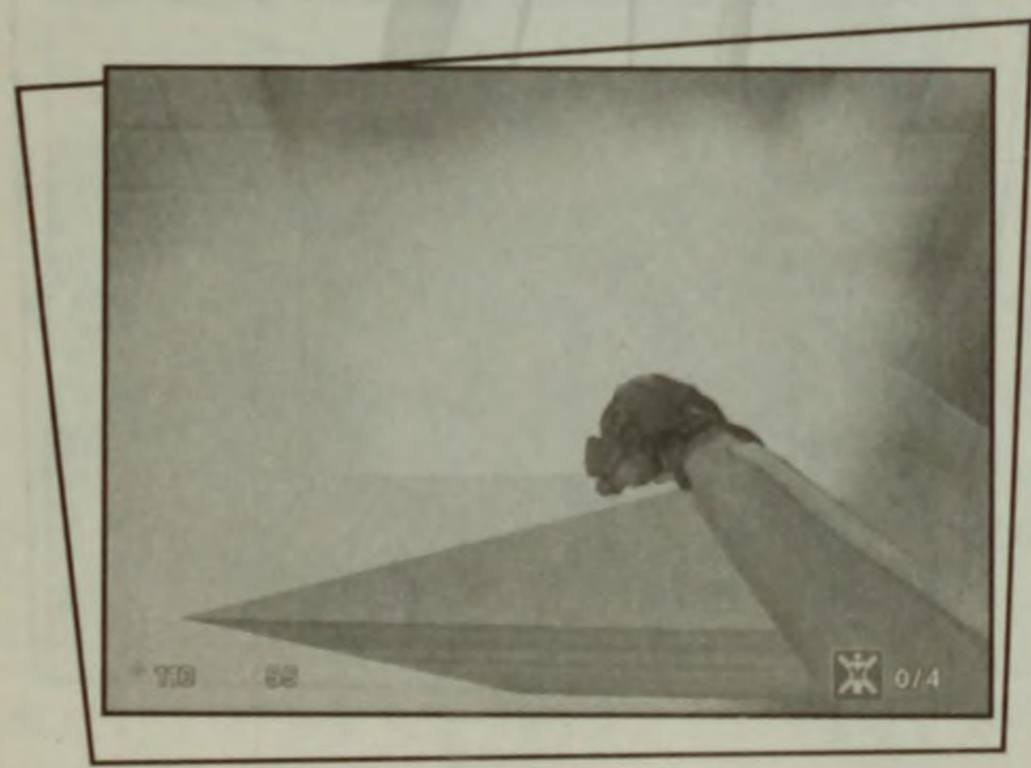
It looks like a normal barrette, albeit a rather large one, but this device has a couple of hidden surprises. In its normal mode of operation, it functions as a very advanced lockpick. Virtually any lock that uses a normal key can be opened with the barrette, although more complicated locks take more time.

Its other mode of operation is as a weapon. The barrette can be fitted with a poison capsule that kills an enemy with just the slightest scratch. When you don't have another weapon or need to kill someone silently, this is an excellent choice.

Coin

There's nothing special about this item, it's just a coin. However, in the right place at the right time, a coin can distract a guard, allowing you to sneak past.





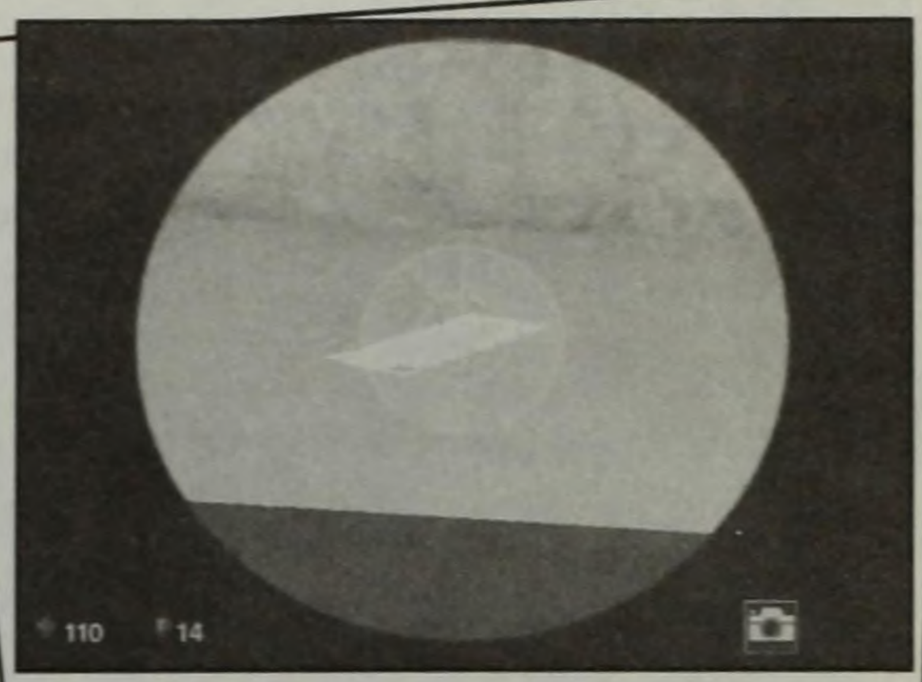
Body Remover

Bodies lying around are something of a nuisance. They attract attention and put guards on alert. When you need to get rid of a corpse, this handy powder is the way to go. Just sprinkle a little bit on any dead tissue and the tissue dissolves without a trace.

TIP

If you are playing with the "body fade" option, you won't need this device. Your enemies' bodies will fade after a few seconds.

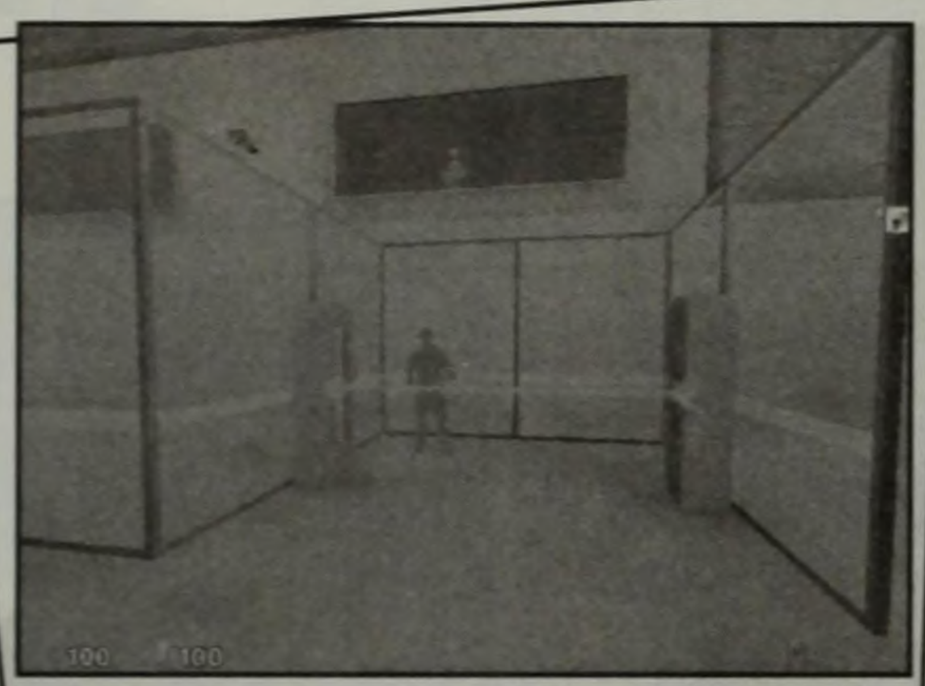
Spy Glasses

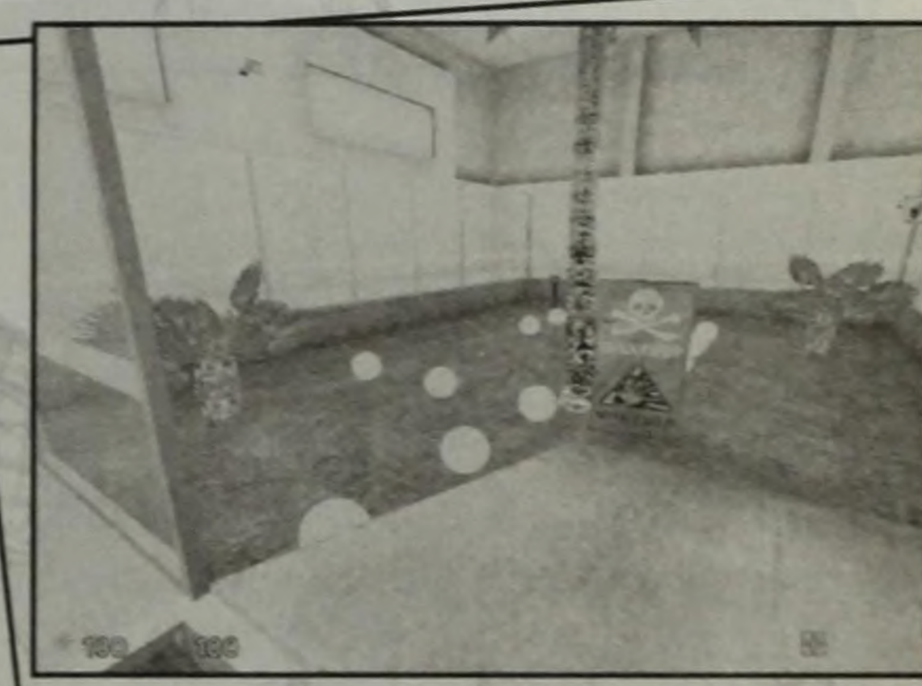


Your sunglasses appear to be nothing more than a fashion accessory, but the truth is that they are a highly sophisticated device. Your glasses work in three different modes of operation, all of which are invaluable during your missions.

The first is as a camera, using an attachment complete with a zoom feature. You can snap pictures of evidence or important features, which can later be analyzed at UNITY headquarters.

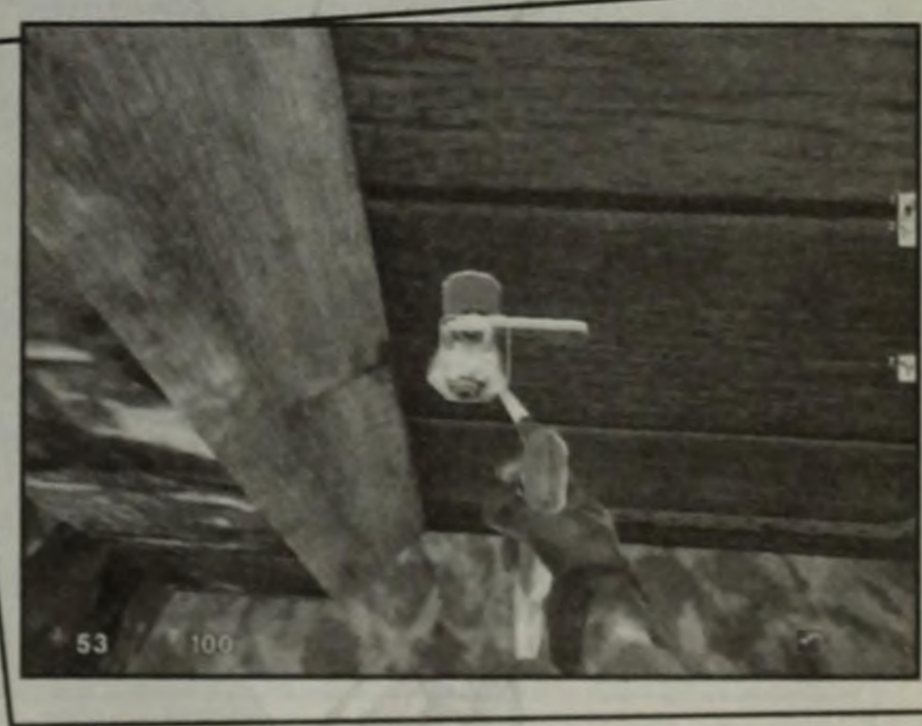
The second is as an infrared detector. Useful when working in high-security areas with sophisticated alarm systems, the infrared mode shows you where alarm beams and triggers are located.





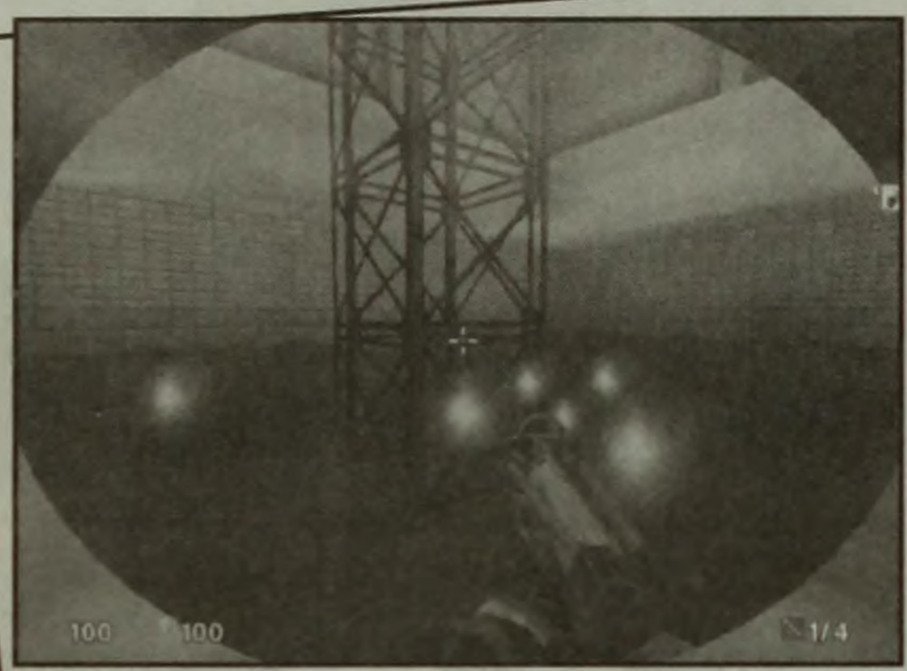
The final use is as a mine detector. This mode of operation makes virtually all proximity fuse mines appear as if they were on top of the ground, allowing you to avoid them easily.

Cigarette Lighter/Welder



Your simple cigarette lighter has been modified with a welder attachment. Too low-powered to be of any use as a weapon, the welder is capable of burning through locks that cannot otherwise be picked. This device comes in handy in numerous situations.

Your lighter can be used to start small fires as distractions and to light cigarettes.

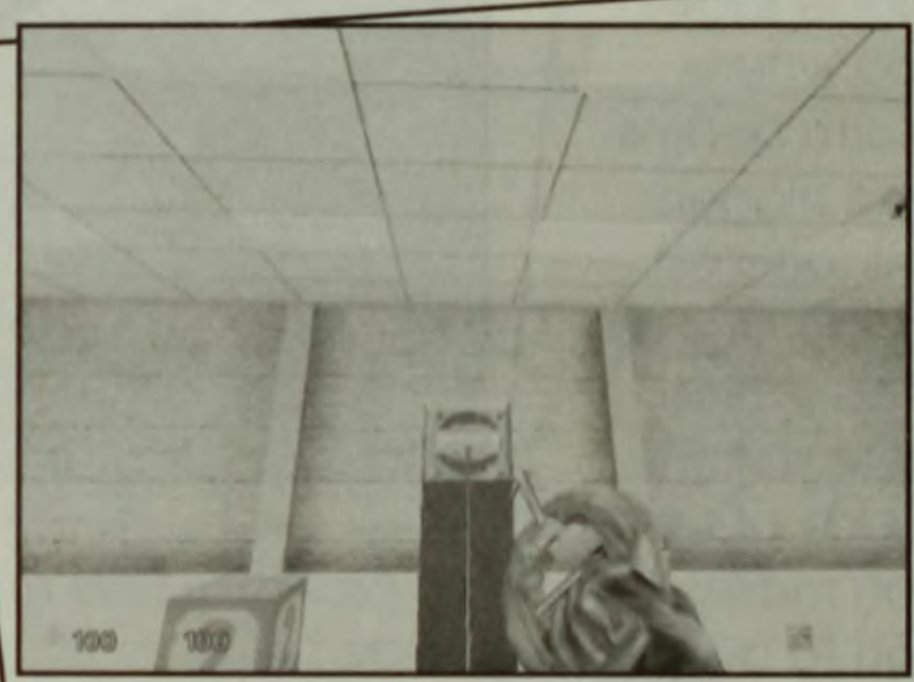


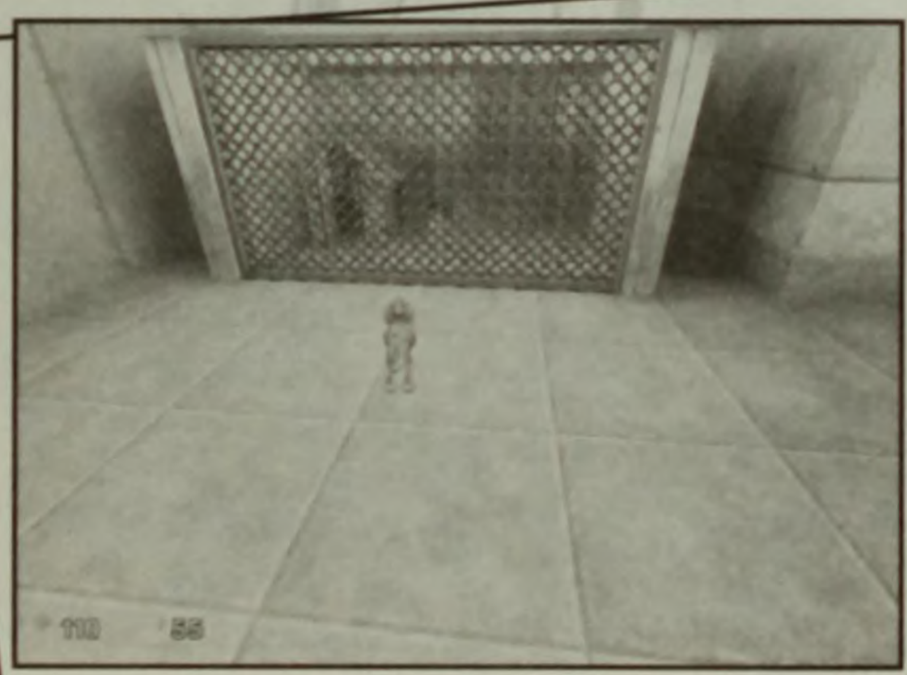
SCUBA Gear

It may be necessary to work underwater for significant periods. At such times, SCUBA gear is essential. The mask limits your ability to see and cuts off your peripheral vision, but you won't need to worry about your air supply while under water.

Belt Buckle/Zip Cord

A zip cord is the quickest way to get from place to place, and your belt buckle has been modified to include one. Aim it at your target and fire. If the zip cord hits an appropriate anchor, it latches on and immediately reels itself in, taking you with it. The type of hook you use in training with this device is the only type you can use with the zip cord.



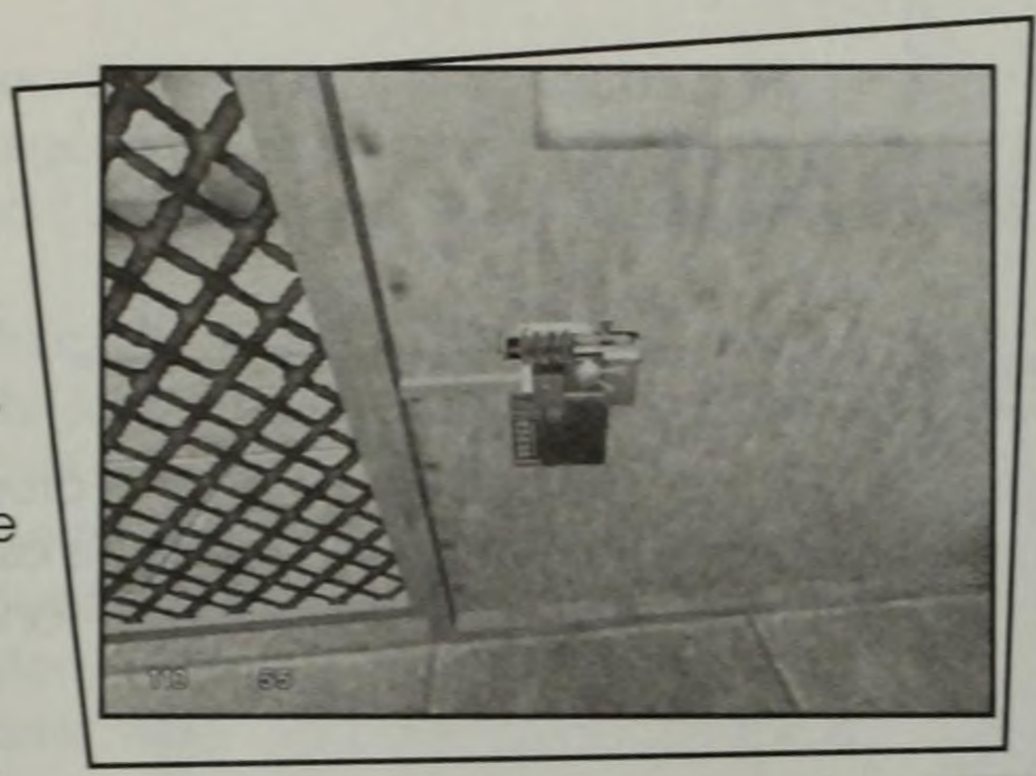


Robotic Poodle

Guard dogs are a constant problem. One of the best ways to get around them is with the robotic poodle. While its appearance won't fool anyone who gives it even a cursory glance, the robotic poodle comes with a supply of canine pheromones, which drive guard dogs wild. Wind it up, let it go, and watch the guard dogs lose interest in you entirely.

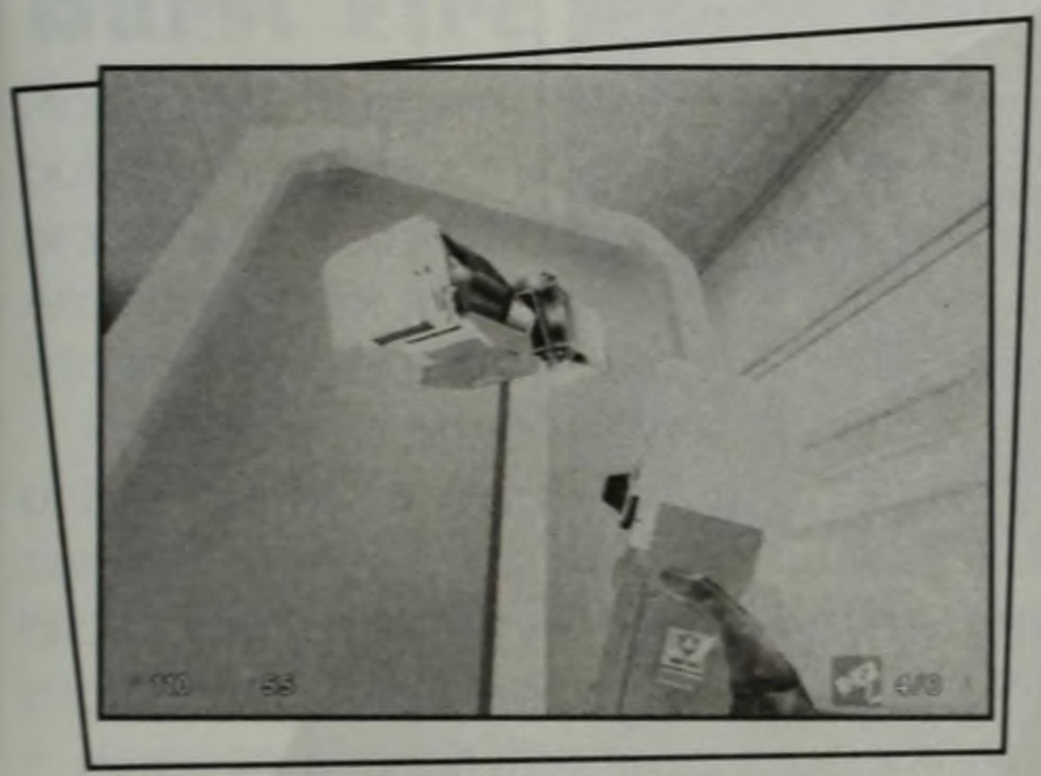
Code Breaker

Numeric keypad locks are a real problem. They can't be picked with your barrette and they can't be burned through with the welder. Enter the code breaker. Attach this device to the numeric pad. It rapidly sorts through all of the possible combinations until it finds the one that opens the lock.



TIP

Difficult numeric locks can take a long time to crack. It's a good idea to find a hiding place and wait for the code breaker to finish its work.

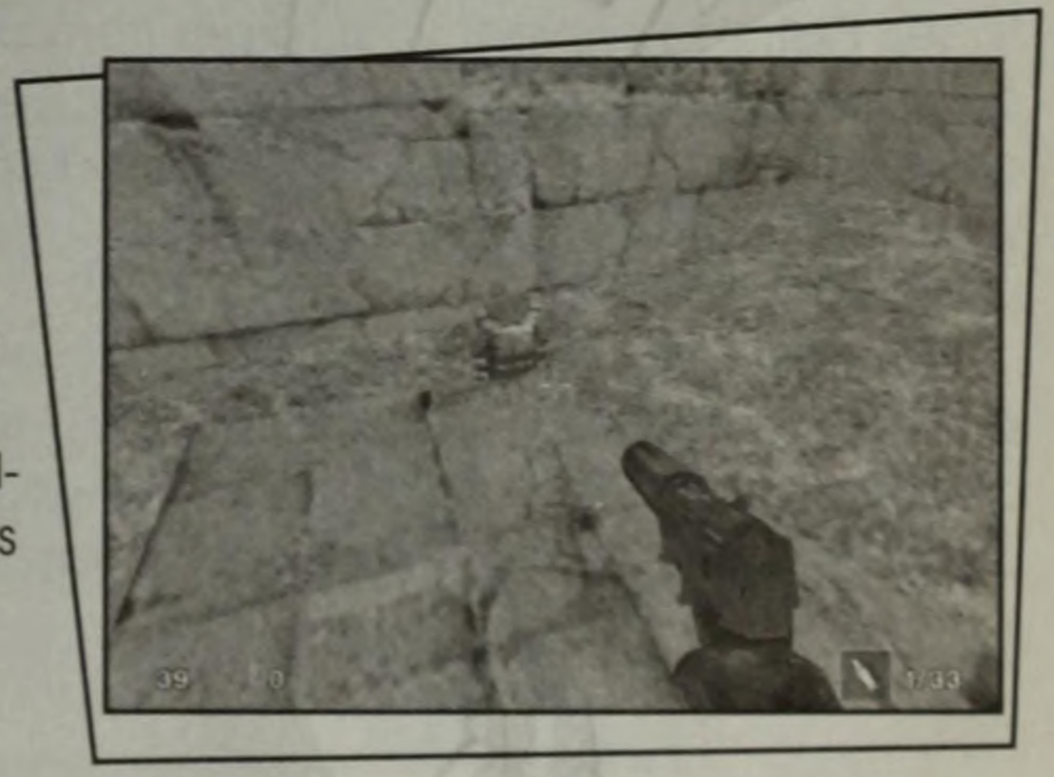


Camera Disabler

There are few good ways around security cameras other than stealth. When you need extra help, the camera disabler is useful. Place this on a security camera that is within your reach and it will display a still picture, making it appear as if nothing is out of the ordinary.

Body Armor

It is almost impossible to completely avoid taking damage during a mission. Suits of body armor give you a little added protection. Until they wear out, these suits of armor effectively take all of the damage from enemy bullets. You will find these lying around occasionally; it always pays to pick them up. Body armor does not protect against all forms of damage.



CHAPTER 4: STRATEGIES

Combat Strategies

Much of your time playing *No One Lives Forever* will be spent sneaking around and trying not to be seen, but you'll have many opportunities to fight. Knowing how to fight is as important as knowing when to fight. These tips can help you get more from your ammunition—and help keep you alive.

Aim High

Where you hit your target matters in *No One Lives Forever*. Shooting an enemy in the head is generally fatal with a single bullet. Shooting someone in the hand or foot wounds but doesn't kill him or her. There are exceptions—some weapons are powerful enough to kill with a single hit to most parts of the body.

Fig. 4-1. Head shots kill, plain and simple.

As a general rule, when you have time to aim, aim for the head. Taking out an enemy with a single bullet has several advantages. First, you prevent your target from crying out and alerting others. Second, you kill your enemy so quickly that he or she can't turn around and fire at you. Third, speed improves your efficiency. Fourth, it saves ammunition.

All of these factors add up to a satisfying whole. By shooting for the head, you stay healthy, insure ample ammunition for future fights, avoid blowing your cover, and come out looking like a superior spy.

Fig. 4-2. Head shots are especially effective with a silenced weapon.

Aim Low

The only problem with head shots is that they force you to aim for the smallest target on your enemies. In a firefight, shooting for the head often leaves you exposed to enemy fire.

When your enemy is firing back, aim for the chest and stomach. These areas offer larger targets, and hitting them is an effective way to kill off an enemy. Usually, an enemy will drop after two or three hits to the torso.

Torso shots are less efficient at killing, but in a fight they're more effective. More of your shots will hit home, and you'll kill your enemies faster. When you are taking fire, this is the most important goal.

Fig. 4-3. Enemies can take more hits to the chest, but it's a much larger target.

Burst Fire

Picking up an enemy's AK-47 is a real boon. It pours out bullets and destroys your enemies. While it's hard to practice restraint with such a weapon, it is important. Ammunition for found weapons is sometimes scarce, and wild shooting burns through it quickly.

Firing short bursts is the way to go. A quick salvo of four or five rounds from an AK-47 or Hampton SMG kills someone just as effectively as 10 rounds. But firing smaller bursts allows you to conserve ammunition for later use and improves your efficiency.

You can also use this technique with your pistols. Firing off two or three quick rounds helps guarantee a kill and isn't wasteful of ammo, particularly if you are shooting for the chest.

Fig. 4-4. Short bursts save ammunition and still kill bad guys.

Reload

There are few things worse in *No One Lives Forever* than coming around a corner to face a group of thugs and finding you have only three bullets in your current magazine. While you are reloading, your enemies are whittling away at your health.

The solution is to reload at every opportunity. You've got 20 bullets left in your Hampton

Fig. 4-5. This is a bad situation for Cate.

SMG magazine. Wouldn't 30 be better? If there aren't any enemies around, reload. It's in your best interest to enter any conflict as prepared and powerful as possible. Keep your weapons fully loaded at all times and reload after every combat before moving on.

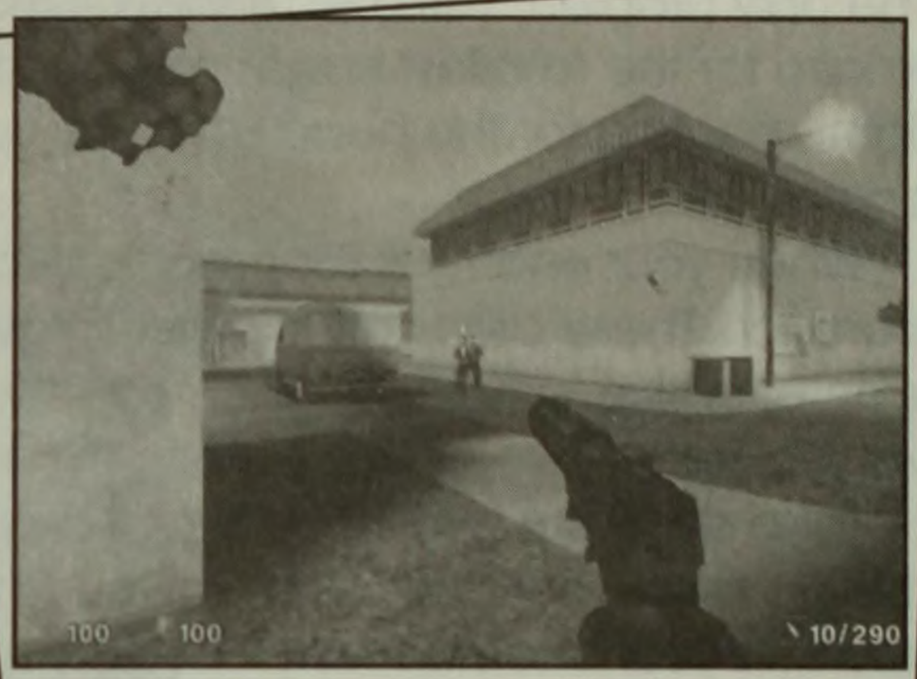


Fig. 4-6. A fully loaded weapon is a spy's best friend.

Stealth Strategies

Stealth can be more important than combat. If you can be sneaky, you don't have to worry about your trigger skills. Sneaking allows you to avoid combat, keeps you under cover, and prevents you from being overwhelmed with enemies.

Crouching

It's easy to forget the value of crouching. You don't move quite as quickly while crouched, but it's a great way to move without being seen. If there's a counter, wall, or crates to hide behind, crouching allows you to keep moving toward your goal without being detected.

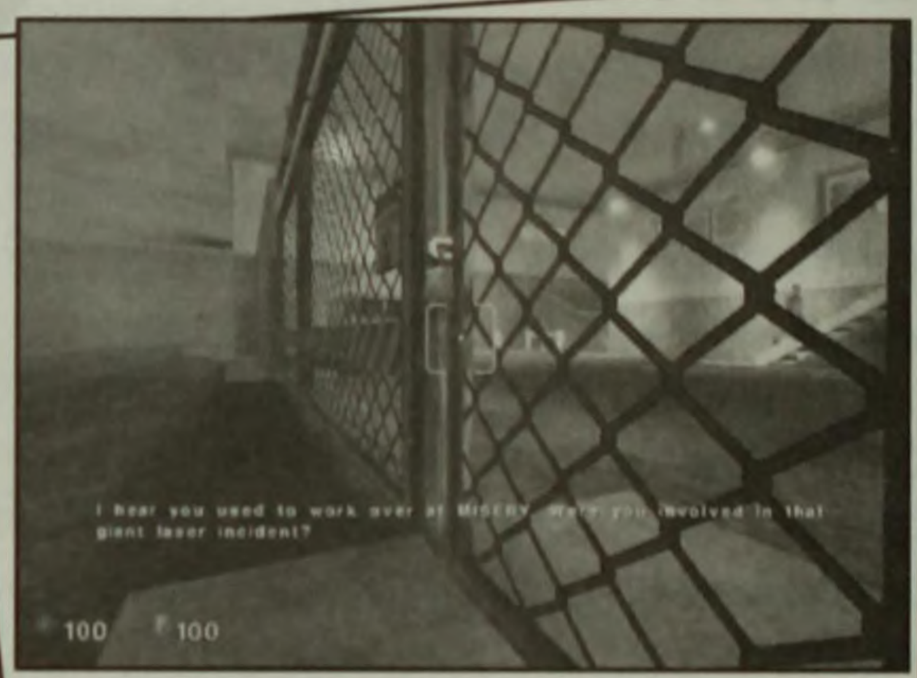
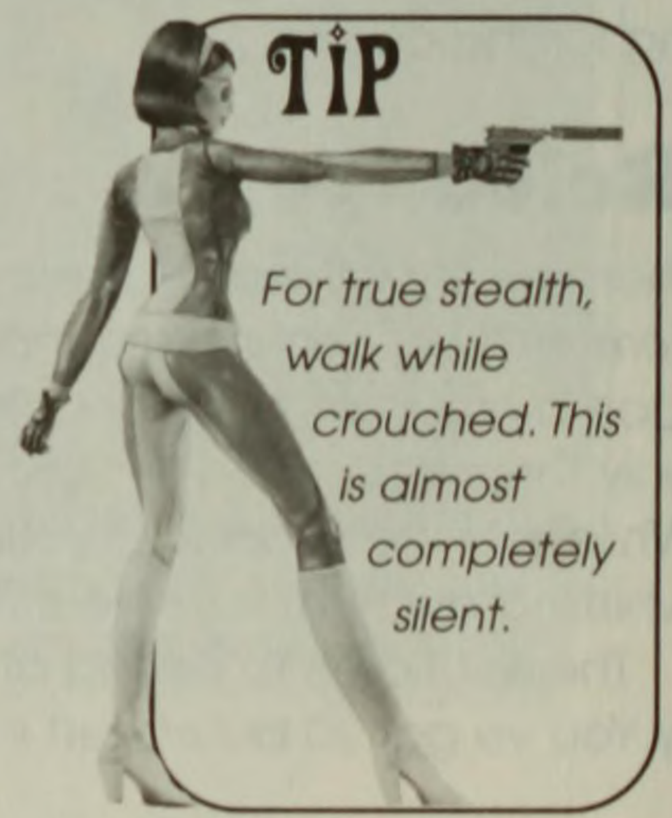


Fig 4-7. A crouched position often avoids detection.

Walk. Don't Run

Walking is slower than running, but is also much quieter. Running over a metal floor makes enough racket to alert guards some distance away. Walking is relatively silent. When you need to be stealthy, walking is almost always a better choice. It may leave you out in the open longer than running does, but it also greatly reduces the chances of a guard turning around and spotting you.

Fig. 4-8. Walking also helps reduce range before combat starts.



Use Silent Weapons

You won't always have a silent weapon at your disposal. When you do, take advantage of it. Scoring silent, undetected kills gives you a tremendous advantage. Even if you are eventually spotted, you'll have greatly reduced the forces arrayed against you.

Silent weapons include the Shepherd Arms 9mm with silencer, the Hampton Carbine with silencer, the Morris Model 14 spear gun, the Sportsman EX crossbow, the acid gas, and the barrette poison capsule. Use these when the opportunity presents itself.

TIP

You can also incapacitate someone with either the sleep or stun gas, then kill them silently with another weapon.

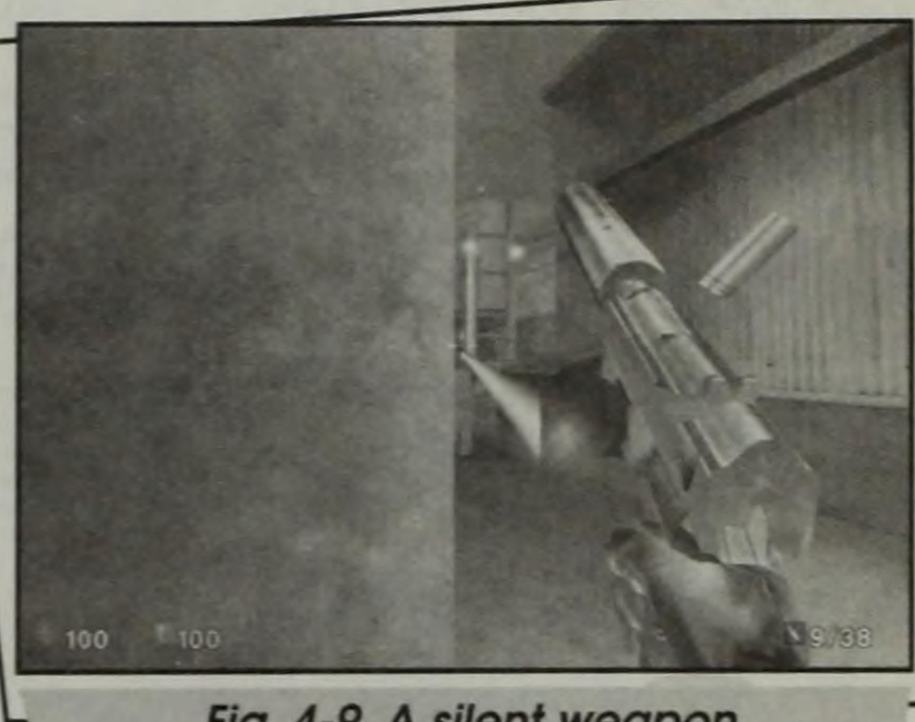


Fig. 4-9. A silent weapon eliminates enemies and avoids raising the alarm.

Be Observant

That's part of a spy's job, after all. You're paid to find things that are well hidden, so use your eyes and ears. Look around you for intelligence items, doors that might lead to new places, and concealed cameras that could blow your cover. Listen for the footsteps of guards, the opening and closing of doors, and the movement of cameras. By paying attention, you can save yourself a lot of headaches.

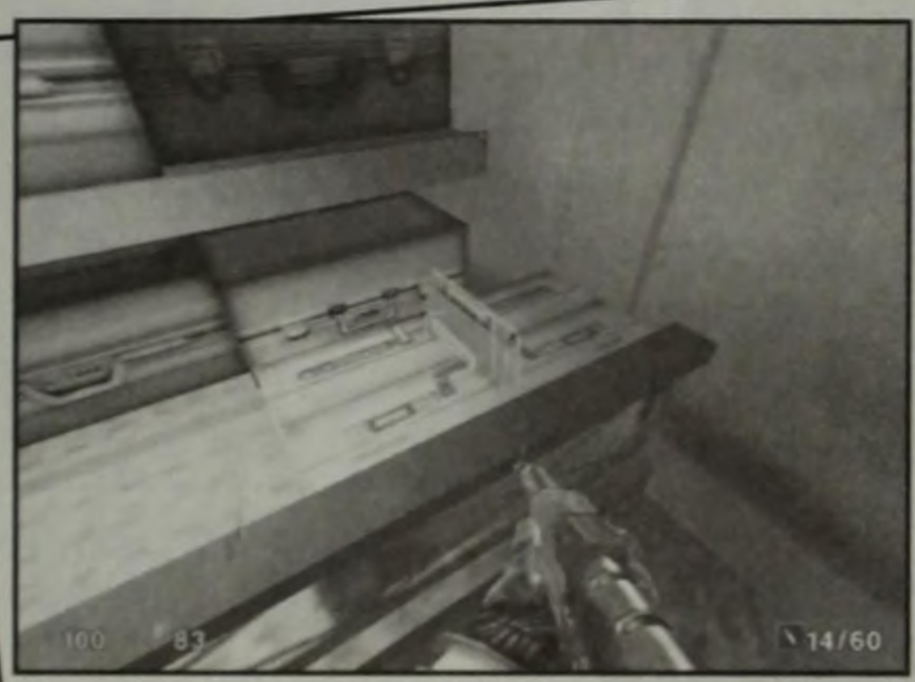


Fig. 4-10. Intelligence items make for a higher mission score.

NOTE

The location of all of the intelligence items is listed in the appendices.

CHAPTER 5: MISSION 1—MISFORTUNE IN MOROCCO

Fig. 5-1. One of UNITY's agents, face to face with an assassin.

The Briefing: The Assignment

UNITY's agents have been badly compromised. In the past week, half of UNITY's undercover operatives have been liquidated. There may be a mole in the organization, leaking information.

As Cate Archer, UNITY's only female operative, you haven't been informed of this situation. You express your frustrations to your mentor, Bruno, over dinner. UNITY doesn't fully trust you yet, partly because of your criminal past and partly because you aren't just their *only* female operative, you're their *first* female operative.

But maybe things are changing. You've been called in to meet with the bosses, Smith and Jones. Perhaps they will have an assignment—one more challenging than eavesdropping.

You appear in UNITY's headquarters, looking for the briefing room. The receptionist at the front desk tells you that Smith and Jones are waiting for you there. Head through the door on the left.

In the hallway, follow the path to the left until you reach the briefing room.

In the briefing room, Smith and Jones inform you and Bruno of the recent killings, as well as their fears that the division's secrecy has been compromised. Each of the victims has been found with a Regal Finale, a type of lily, near his corpse. It's the signature of Volkov, long on the wrong side of international terrorism, and who lost an eye thanks to Bruno. He's reportedly working for an organization called H.A.R.M.—an acronym that remains a mystery.

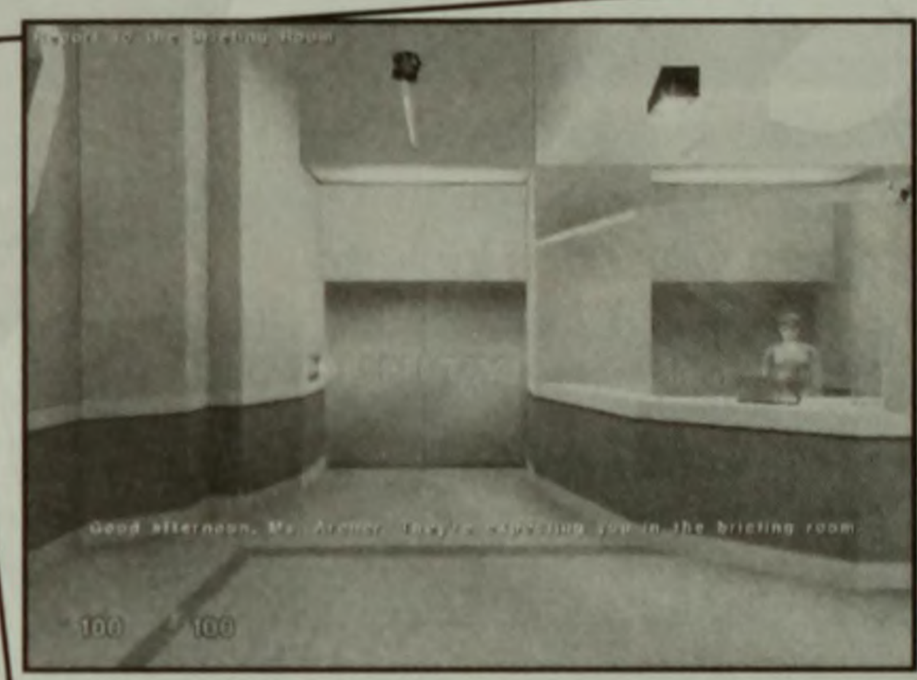


Fig. 5-2. The briefing room is through the left door.

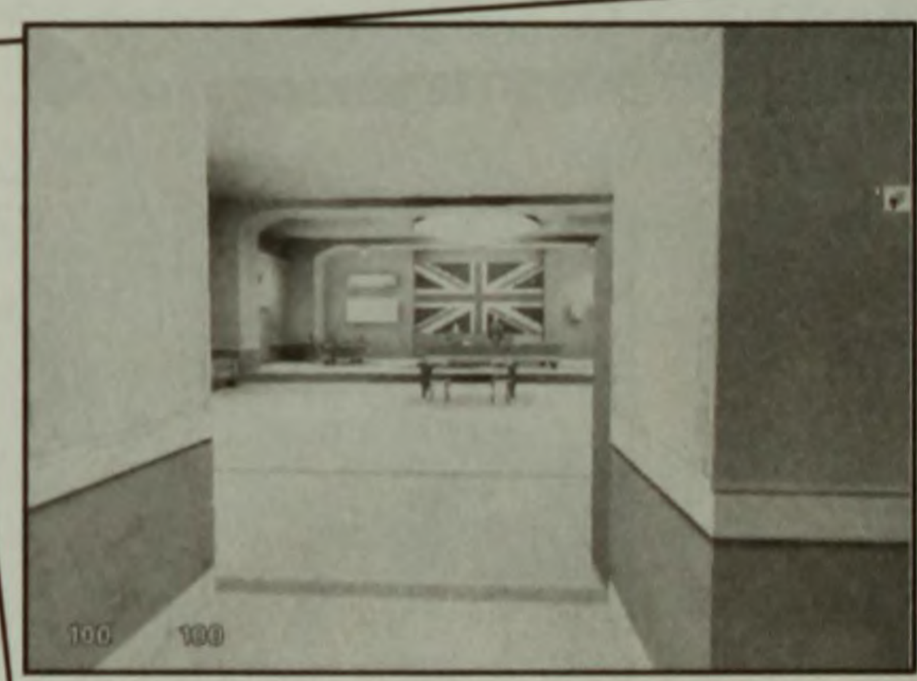


Fig. 5-3. Smith and Jones wait in the briefing room.

UNITY has lost more than half the active undercover agents in the field. They're desperate, so you are given your first real assignment: You are heading to Morocco to protect the American ambassador from assassination.

Chapter 5: Mission 1—Misfortune in Morocco

Before you head off to Morocco, refresh your training. Leave the briefing room and head back to the main hallway. Go left down the ramp and pass the rotating UNITY emblem in the pool. Walk into the elevator, which takes you down to the lower area of UNITY headquarters.

When the elevator opens up, the guard behind the glass tells you that you can skip training if you like. However, you should go through the training—you'll learn some important nuances of the way missions work here. Head through the doors into the main hallway. Walk straight ahead all the way to the end of the hall and enter the Basic Field Tactics course. Here you learn how to interact with civilians and skip cinematic sequences. When you are done, head back to the main hallway. Go left, and walk back toward where you first entered the training area. Take a right near the door you entered and take the first left into the Advanced Field Tactics area.

Fig. 5-4. Volkov remains a mystery, as does his organization's full name.

Fig. 5-5. Smith doesn't want to give the job to Cate, but he has no choice.

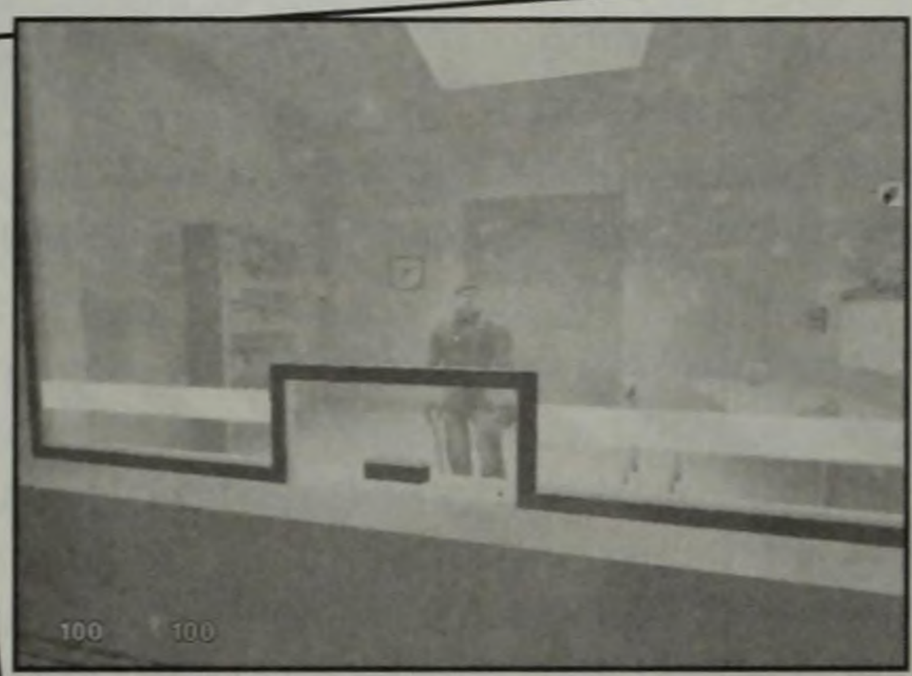


Fig. 5-6. The guard behind the glass instructs Cate to complete her training courses.

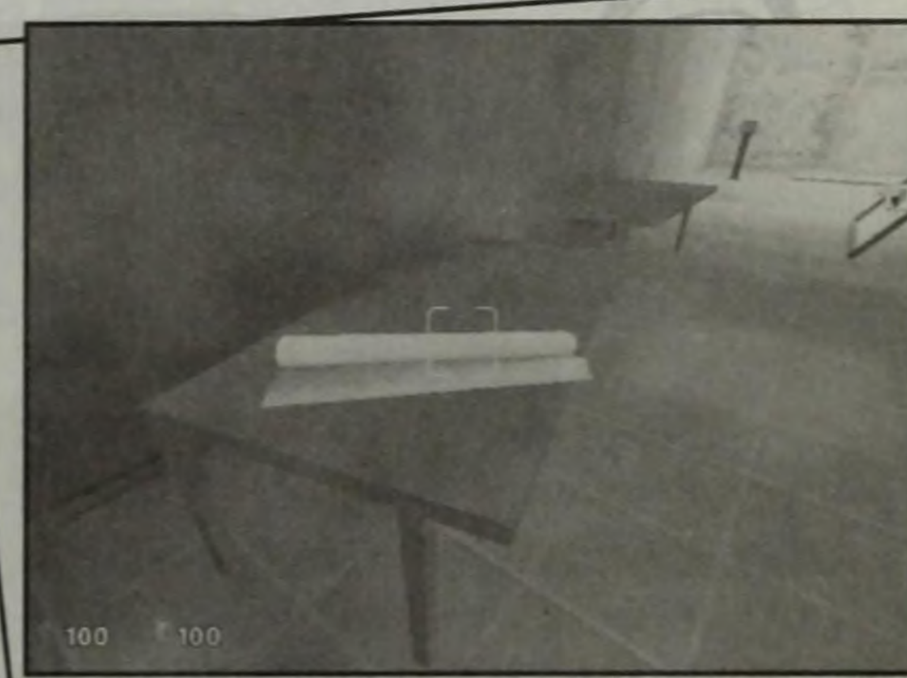


Fig. 5-7. Any intelligence items Cate finds help her mission rating.

Here you learn about different aspects of the missions. You find out about the importance of ammunition boxes, body armor, and intelligence items, as well as how to arm and disarm explosives. When you are done, head through the door and grab the blueprint on the table in front of you. Keep going to the next door and pass through it.

In the next course, you learn about moving silently and moving without being spotted by enemies. Sneak past all three of the technicians to proceed to the next area. When you leave, get the envelope from the table before moving into the darkened room.

You have to use your flashlight to find your way out of the dark area. Turn on your flashlight (the default is [L]) and walk through this simple maze to the door on the far end. This will put you back in the hallway.

Walk straight ahead to the door on the far left and go in. Check out three of your weapons here, and test them all on the firing range.

When you are done, leave through the door opposite the one you entered. You learn more about your firearms here, including how to use your crosshair, how to fire through certain materials, and how to avoid shooting civilians. You will also learn how to holster and draw weapons quickly. When you are done, head out the door and back to the main hallway. Go left to find Santa's Workshop.

Fig. 5-8. The Hampton Carbine is a little slower than other weapons, but it is deadly in the right hands.

Here you learn about your barrette lockpick. Use it on the two padlocks and get the two intelligence items in the area beyond. You also learn about the barrette's use as a weapon in this area. You also discover how to throw coins to distract guards and find out about the body removal powder designed especially for you.

When you are all done, leave the facility via the exit. It's on to Morocco!

Scene 1

Ambassador Munroe is being threatened by H.A.R.M. Worse, he's nearly blind and almost deaf—he doesn't even know he's in trouble. You begin in a hotel room overlooking the area where Munroe is walking. You must protect him from assassination without being spotted.

You can have Bruno call the shots or do it yourself. The number of enemies depends on whether Bruno calls the shots, you find them for yourself, or Cate says, "I hope there's enough." This also affects how many letters are in the mailbox later (one or two). You shouldn't have much trouble spotting the enemies, so handle this on your own. Enemies will come from seven places: the nearest balcony on the left, the far balcony on the left, the door on that balcony, the high roof to the left, either the left or right of the central tower, and the high roof at the far right. You can hit all of these locations from the left window.

Fig. 5-9. Munroe appears from the left and walks across the rooftop to the door on the right.

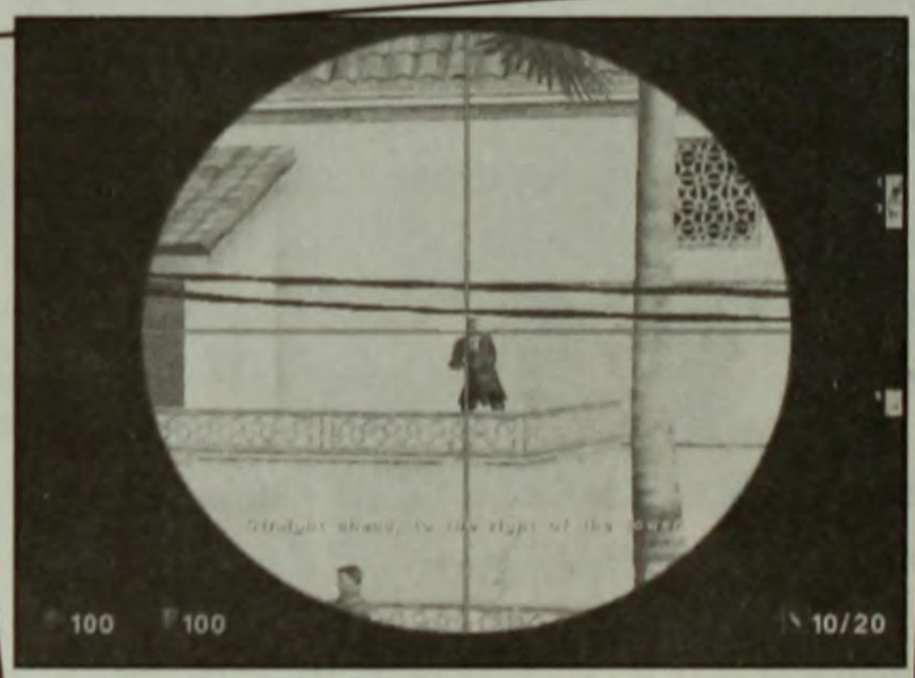


Fig. 5-10. Cate drops another assassin with a well-placed shot.

Munroe will walk from the left side of the roof area to the right. Before he goes through the door there, he'll be attacked three times. Be alert. After he goes in, you'll have a few seconds to reload. Turn around and grab the case on the table. It's filled with ammunition. Return to the window and wait for Munroe to reappear.

When he does, he drops a dime and spends some time looking for it. He is attacked again. You should be able to bag another half-dozen enemies.

As Munroe heads for the stairs, run to the table and grab the documents there. You'll find many such items on your missions. Take them to improve your score. Take the case and reload your carbine; you probably have only one bullet left.

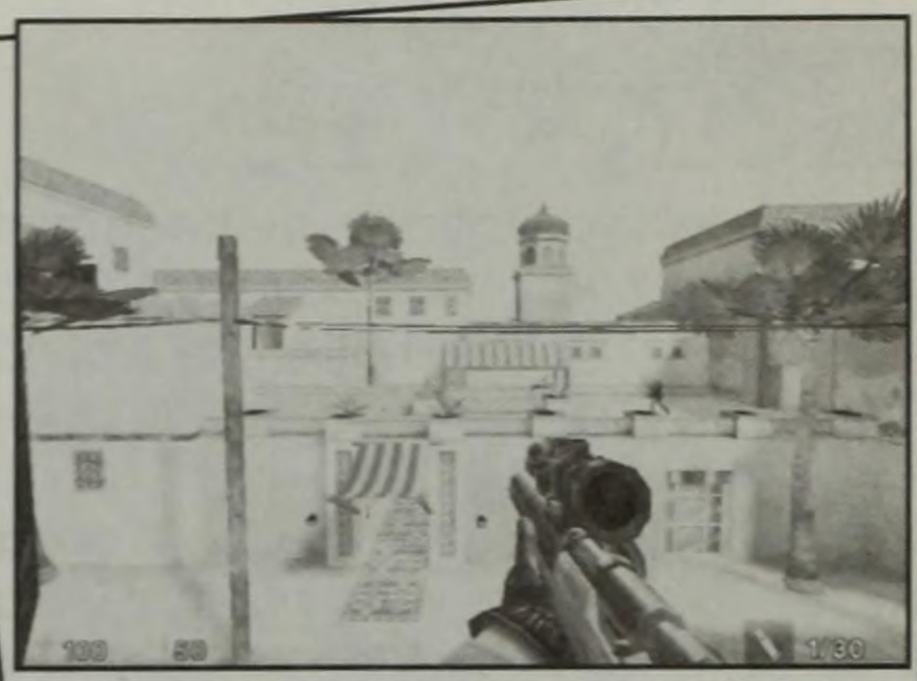


Fig. 5-11. While Munroe heads for the stairs, Cate reloads and grabs the envelope off the table.

Munroe reappears at the hotel's front door. Enemies come from five locations: down the street from the left or right, from the left or right of the building you are in, or from the hotel's front door. Munroe wanders off to the left, then walks back and drops his dime again. You'll need to kill off nine or ten more of the enemy before Munroe walks away and you move to another part of the hotel.

Head down the hallway to the right and open the door at the end. Before you descend the stairs, get the letter off the balcony railing.

Then head down and get the film canister next to the soda machine. Leave through the nearest door and go right to room 12. Reload the carbine and go in.

Fig. 5-12. Munroe remains oblivious as another would-be killer drops.

You'll have a few seconds to act. Get the ammunition case and grab the documents from under the dresser. Open the right shutters and stand there. You'll need to use both windows here. Enemies will come from six locations: from the left around the buildings, from any of the three second-story windows across the street, from the right (stopping in front of the car), and from the alley to the right of the buildings.

Move back and forth between the windows. Enemies appear every few seconds—slowly at first. A single enemy appears before Munroe enters the shop. When he leaves (and drops his dime again), enemy assassins appear regularly until you've nailed another 10 or so. As soon as Munroe heads for the car, switch to your Shepherd 9mm. There's a little more wetwork to do before this part of the mission is over.

Fig. 5-13. The next part of Cate's assignment takes place in room 12.

Bruno tells you that you've been spotted. Six thugs are headed your way. You'll have to fight them off before meeting Bruno at the hotel. Turn around and face the door. Crouch behind the overturned table for a little extra protection.

Four thugs approach the room and start shooting. You can fire through the walls, but that will affect your aim. After a few seconds, two will open the door and charge. Drill them, then work on the other three. Pop out of cover to take a few shots, then duck back. Keep shooting until the four goons are dead.

fig. 5-14. Munroe seems more concerned about his dime than his life.

Grab their weapons and head down the hall to the courtyard area where you found the film. The other two goons are here—one upstairs, two on the ground. Pick them off as they pop out of cover.

Fig. 5-15. Munroe is safe, but Cate isn't out of trouble.

Fig. 5-16. The table gives Cate extra protection.

With all six of the thugs dead, you can leave. If you did a good job initially, Bruno will have left you additional intelligence in the mailboxes by the door. Remember, this is affected by your earlier decision concerning the number of enemies. Get it and leave through the blue door.

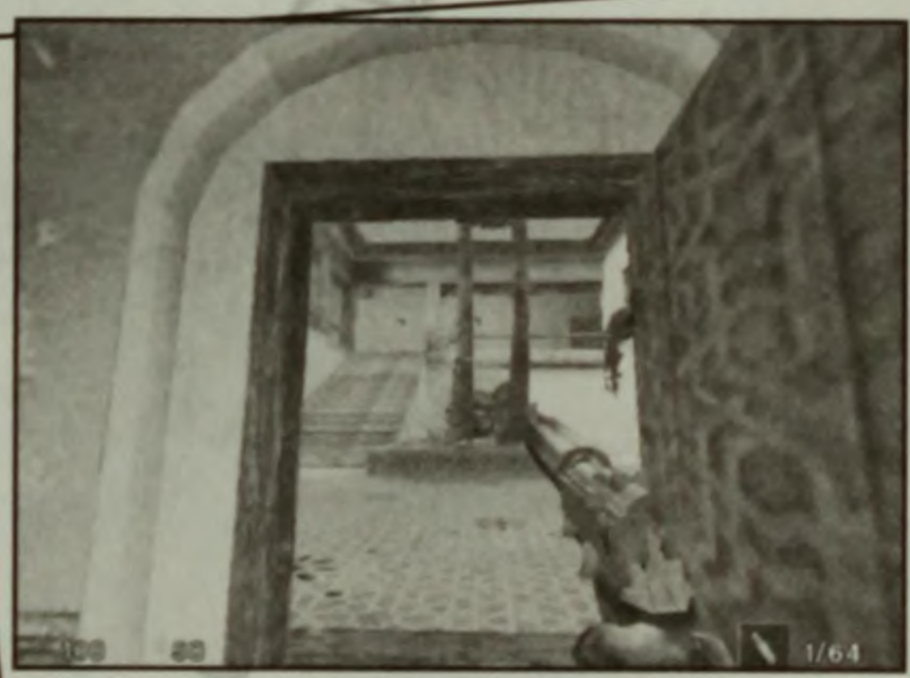


Fig. 5-17. Three enemies stand between Cate and the end of this scene.

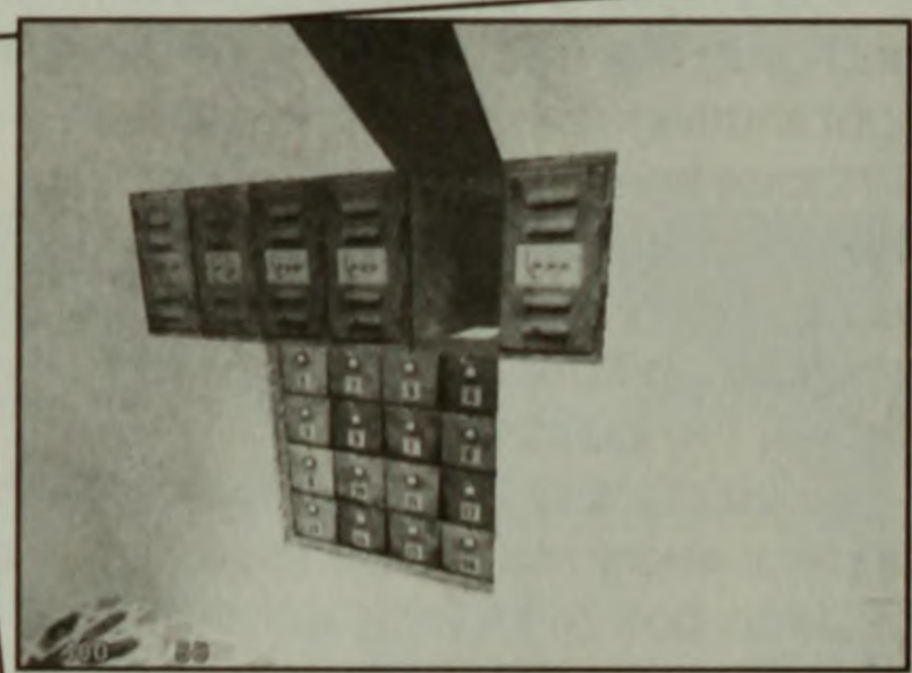


Fig. 5-18. Depending on her response to Bruno at the start of this mission, Cate can find extra intelligence items on her way out.

Scene 2

Volkov now knows you exist, which could pose problems. With the goons at the hotel dispatched, you've got to meet Bruno at the Grand Caravan Hotel. Unfortunately, Volkov has placed his thugs in your way. You must sneak past or eliminate them while avoiding civilian casualties.

The scene opens with one of Volkov's goons arguing with a native about a monkey. There's no good way to dispatch the H.A.R.M. goon without alerting everyone, so don't worry about it. Drop him with a quick bullet to the back of his head and shoot the lock off the gate with your next shot.

Now things get hairy. There's a guard here already, and more will come out the door at the far end of the courtyard. Fight your way through, picking up their weapons as you advance.

After you reach the door, move in carefully and look left. This is where the goons will come from if there are more. Move slowly around the bottom floor of the hotel. Take the first right corridor and check all the rooms for intelligence items. After you pass room 103, put away your pistol and walk into the courtyard.

There's a tourist couple here. If you talk to them, they argue about the man's flirtatiousness. You can ignore this. While they are fighting, take out your barrette and pick the door lock. An intelligence item lies behind it.

Go through the courtyard and return to the hotel entrance. Go past it. This time, take the left corridor, which leads past a few soda machines to the stairs. Don't rush up the stairs. Wait on the landing and listen to an entertaining conversation between two of Volkov's men. Arm the pistol and take them out.

Enter the corridor, and check the small area to the right. Look in both rooms and open the double doors, which lead to the balcony. There is a secret intelligence item here. To

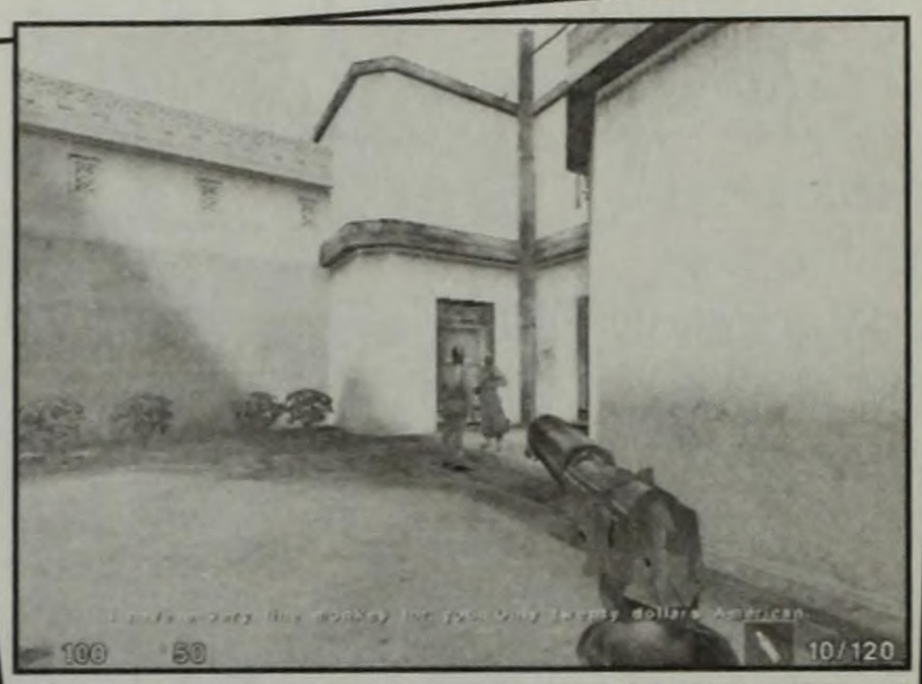


Fig. 5-19. Cate takes aim while a goon haggles over a monkey.

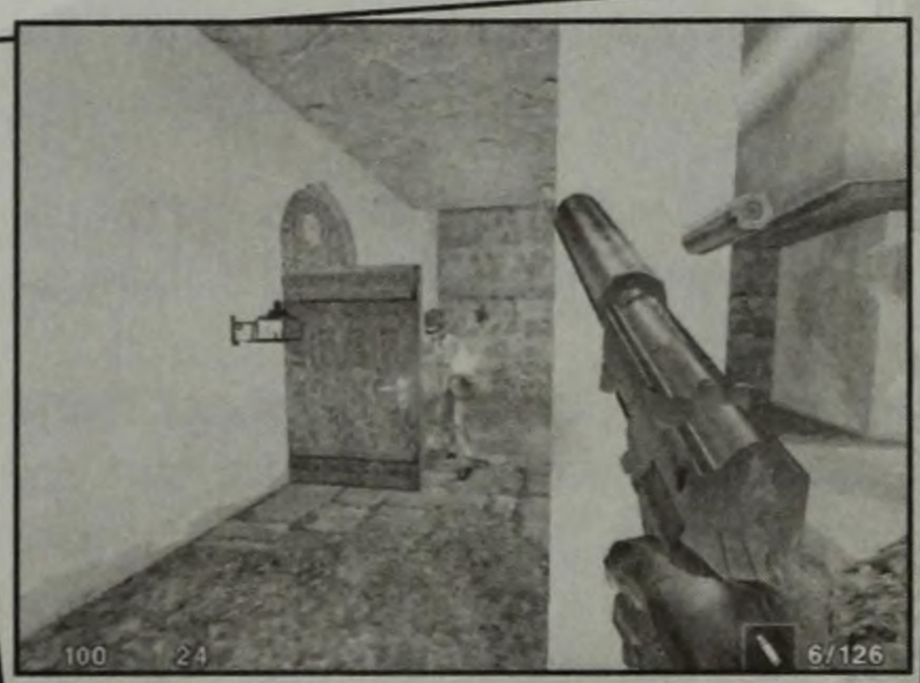


Fig. 5-20. Cate fights her way into the hotel.

Fig. 5-21. With her pistol hidden, Cate won't frighten vacationers while she picks the lock on the left.

get it, jump on the outside edge of the balcony, crawl on the edge to the closest window, open the shutters, and jump in. The suitcase is on the dresser. Go across the balcony to the other door and back into the hallway. If you didn't find body armor on the first floor, check the room here to find it, then go down the hall to room 204.

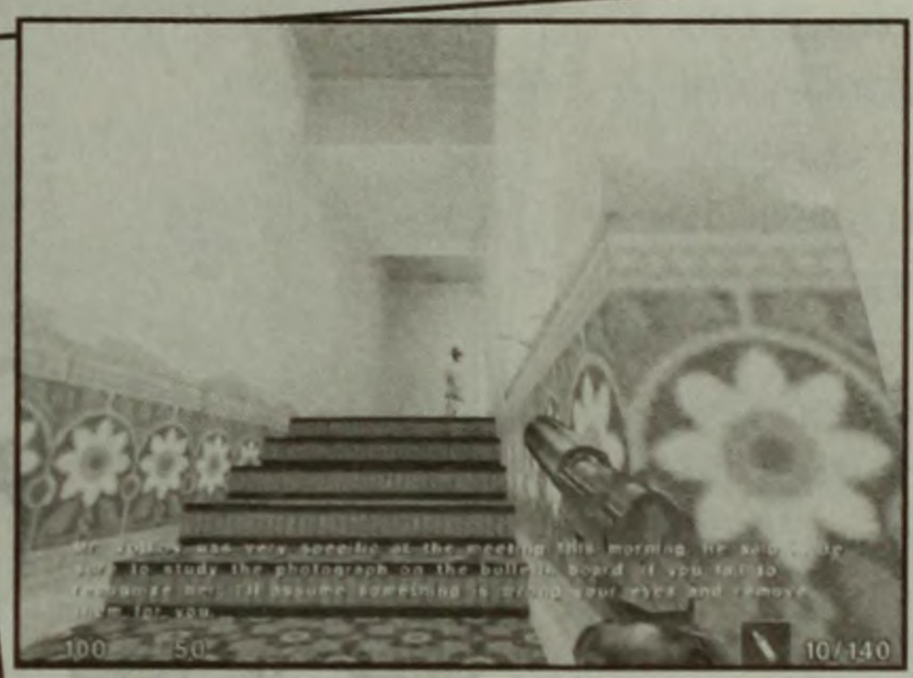


Fig. 5-22. More goons wait at the top of the stairs.

Fig. 5-23. Body armor is always a good thing to find.

This is a suite. Head through, looking for additional intelligence items, and open the door at the far end. You should have the drop on a guard in the hall beyond. Take him out.

Continue down the hallway to the open-air bar. There's another intelligence item on the bar here. Get it and move carefully up the ramp to the pool area. There will be guards around the pool, including one with a rifle in either the right or left distant tower. Take out the guards on the ground with your pistol, then switch to the carbine to take out the tower guard.

Fig. 5-24. Cate switches to the more powerful rifle to drill the distant guard.

Beyond the pool is the Grand Caravan Hotel. Move in carefully and listen to the conversation at the front desk. One of Volkov's men is making travel arrangements. Shoot him, get the documents off the counter and move into the hotel.

You can investigate a restaurant area to your right, but you're better off following the hallway around the corner. (A document case is around the back of the restaurant.) Listen to two guards here (one needs to use the bathroom),

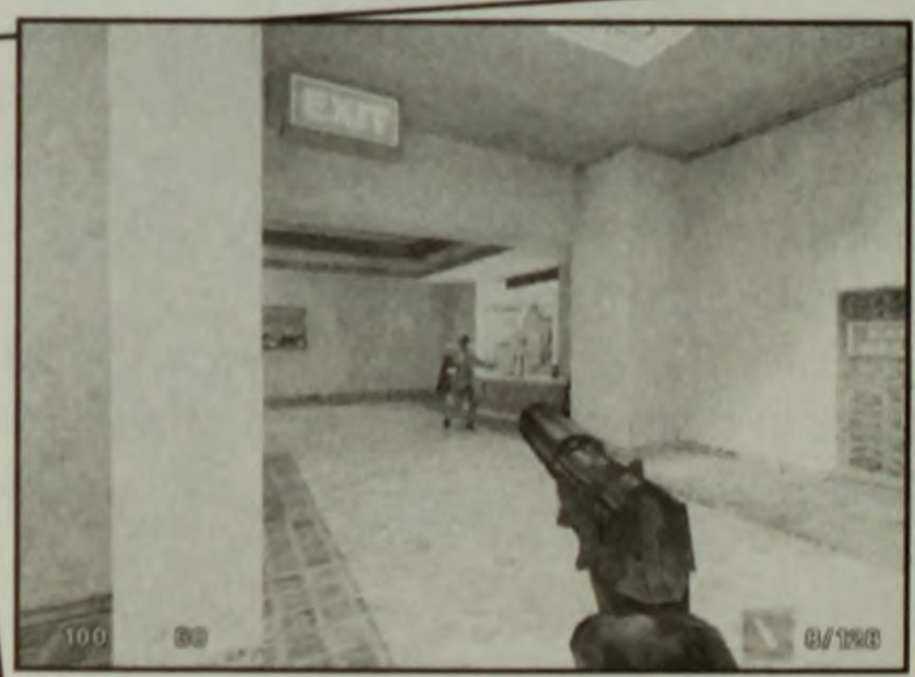


Fig. 5-25. The Grand Caravan contains more goons.

then slide out and kill both quickly and quietly. Grab the documents from the ice machine to your right.

More thugs loiter in the area by the elevators. Take them out and move in cautiously.

Get the intelligence items here and head through the area into the wide hallway. Put away your weapon and talk to the woman in the pink dress on the right. She tells you that a pair of goons lurks in the hallway around the corner. Talk to her again, and she will distract the goons for you. You can turn left down the hall or turn around, follow the hall to the right, and exit to the rooftop, where another intelligence item waits. The goons confront you. Drop them both and continue to the next elevator. Watch out for two more guards in the hallway before the elevators.

Go straight through and straight down the hall, avoiding the turn to the left. Grab the armor just inside the left hall. Proceed downstairs. Down the stairs, Bruno waits.

You and Bruno decide that someone must have tipped Volkov's men to your presence. You've been set up! You must get to your ship or be stranded in Morocco.

Just when you thought it couldn't get worse, Volkov appears in the balcony. Swearing revenge against Bruno, Volkov lifts his rifle and shoots your mentor in cold blood, right in front of you! Now you have to get out of Morocco without Bruno's help.

Before this scene continues, a short movie plays. Volkov tells his guards to kill you and be sure there are no witnesses. He wants them to massacre everyone in the hotel and then

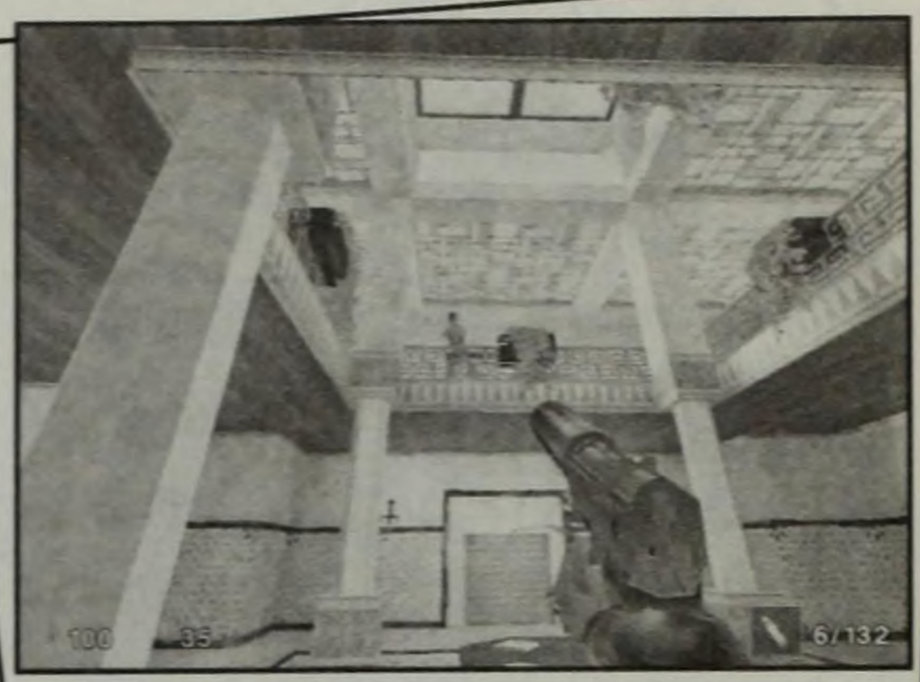


Fig. 5-26. Guards on the balcony use dum-dum bullets—dangerous but valuable if Cate can get her hands on them.

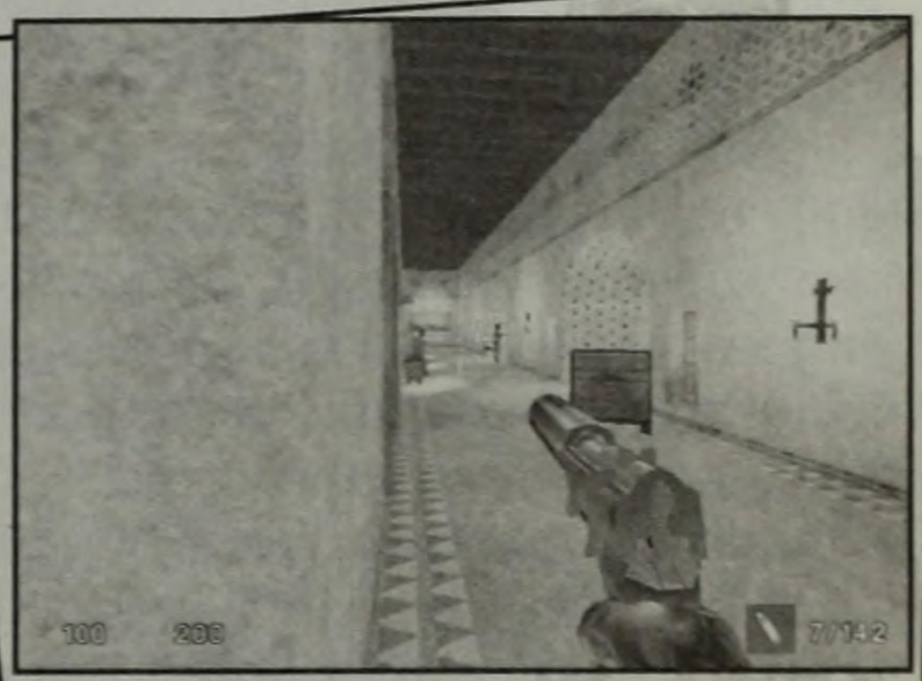


Fig. 5-27. More thugs lurk outside the conference rooms. There is a girl at the left of this screenshot. Activate her three times, and she distracts the guards.

Fig. 5-28. Cate can get more body armor if needed. Bruno waits down the stairs at the end of the hall.

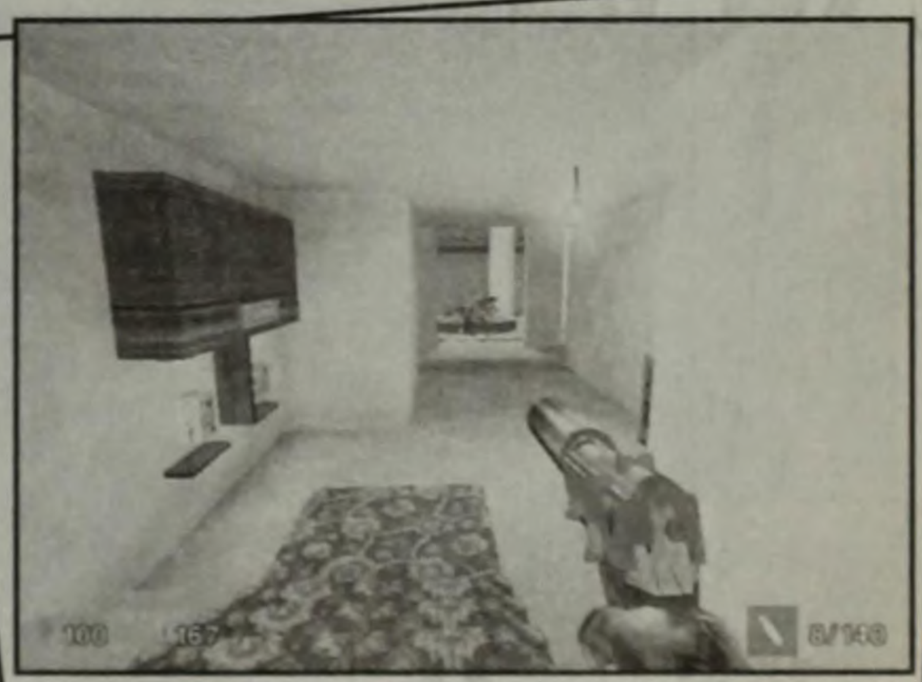


Fig. 5-29. There's Bruno, finally.

blow up the building. You must protect the civilians and disable the bombs. The number of bombs and number of hostages is random. Also be sure not to shoot the bombs.

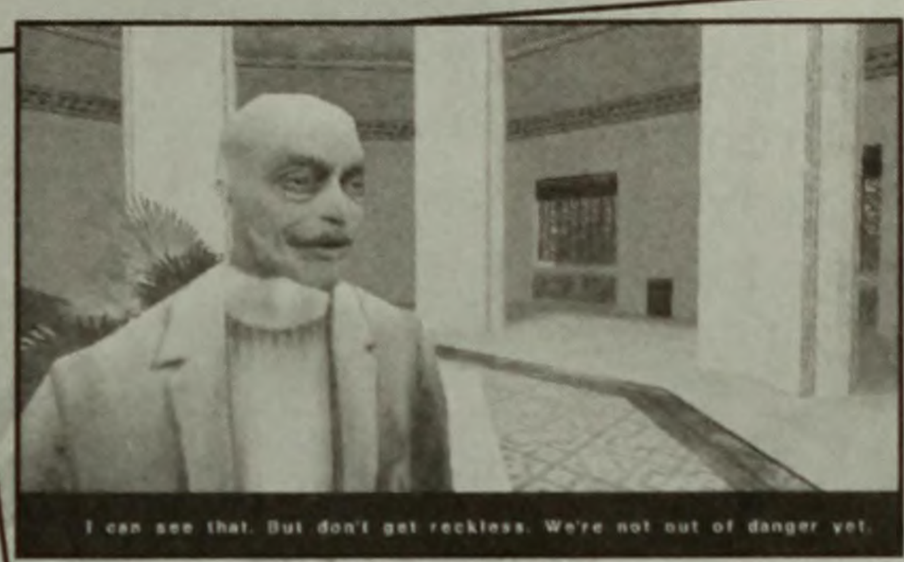


Fig. 5-30. Bruno tells Cate more danger lies ahead.

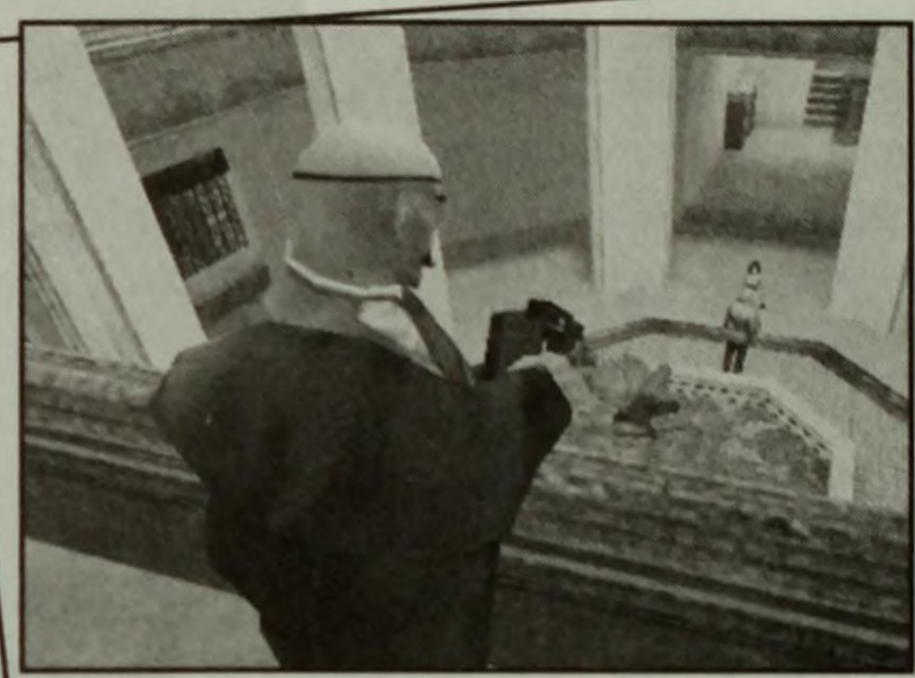


Fig. 5-31. Volkov takes aim.

The task isn't that hard, but it takes concentration and a steady hand. Move back through the hotel and locate Volkov's men. There are two groups. The first holds civilian hostages and is preparing to kill them. Shoot the goon aiming at the civilian first, then his partner, who is aiming at you. You may take some damage.

The other group busily plants bombs around the hotel. Gun them down, then deactivate the bombs.

Keep moving, covering your tracks, back through the courtyard area and, if necessary, into the first hotel. This scene ends automatically when you have killed off the last goon and deactivated all bombs.

Fig. 5-32. Volkov orders his men to destroy the hotel.

Fig. 5-33. Cate saves a civilian's life.

Fig. 5-34. Another of Volkov's men gets his just desserts.

Scene 3

You are stranded in Morocco and Bruno is dead. Getting home safely means getting out of the city in one piece. You will have to fight your way out through Volkov's men.

The scene opens with you under attack by a trio of Volkov's fez-wearing goons. You should be able to hit the one at the far left easily. The others will charge; you'll have better luck taking them out if you slide to the left and attack. When the goons are dead go through the door at the far end.

Move down the stairs to the right and follow them into the courtyard. Look high and to the left—a pair of Volkov's thugs will appear on the roof there. After you have killed them, step out of the doorway into the courtyard. To the right is the quickest way through this level, but you'll find more intelligence items if you go straight. Put away your gun and talk to the man leaning against the building near the corner.

When you're ready, arm yourself and turn the corner. Three goons appear, and two more emerge from the left-hand alley when they hear you. Kill all five and move up the ramp. Pass up the door to the right and head straight, up a series of ramps.

Fig. 5-35. A city filled with fez-wearing thugs stands between Cate and freedom.

Fig. 5-36. Two goons charge Cate as the scene opens.

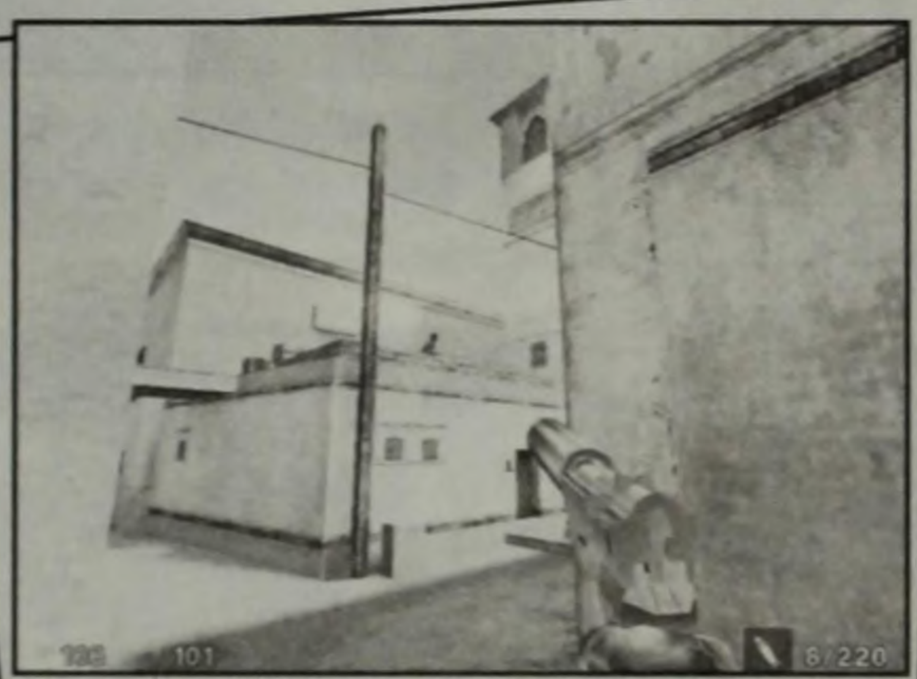


Fig. 5-37. More thugs appear on this high balcony.

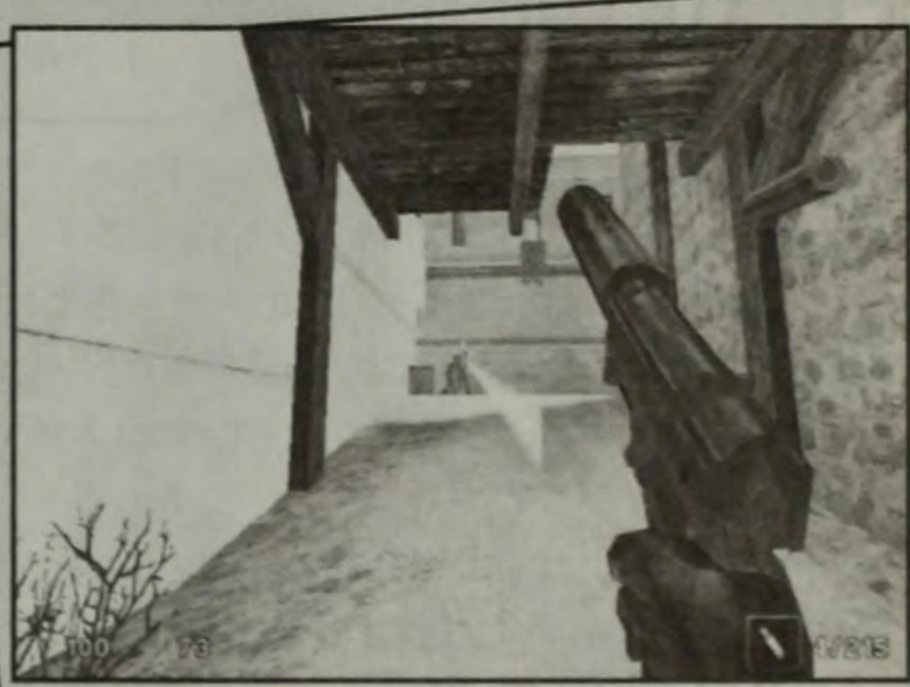


Fig. 5-38. Five goons line themselves up like a shooting gallery for Cate.

An intelligence item rests on the balcony to the right at the top of the ramps. Once you have it, head into the building and walk around. You'll find a few more items before the hallway ends—an envelope by the phone and another one under the bench.

Step onto the small balcony and drop onto the narrow ledge. Walk to the end and jump onto the small overhanging bridge here. Two goons fired at you earlier from this roof; pick up their weapons. You'll also find body armor and more intelligence items. When you are done, head back down the ramps to the door you bypassed earlier.

Go through the door. Follow the hallway until you hear people talking about the monkey you encountered earlier. A goon at the top of the stairs to your left shouldn't be aware of you, so take him out with a head shot. Carefully slide right and nail the goon waiting on the ramp in the distance.

Head up this ramp and the stairs at the end. Talk to the man here if you wish, but it's not necessary. Go through the arch to your right and follow the corridor to its end.

Turn right and move carefully down this next alley. There are three thugs at the bottom of the ramp and one more on the balcony. Plug them all, then continue through the doorway.

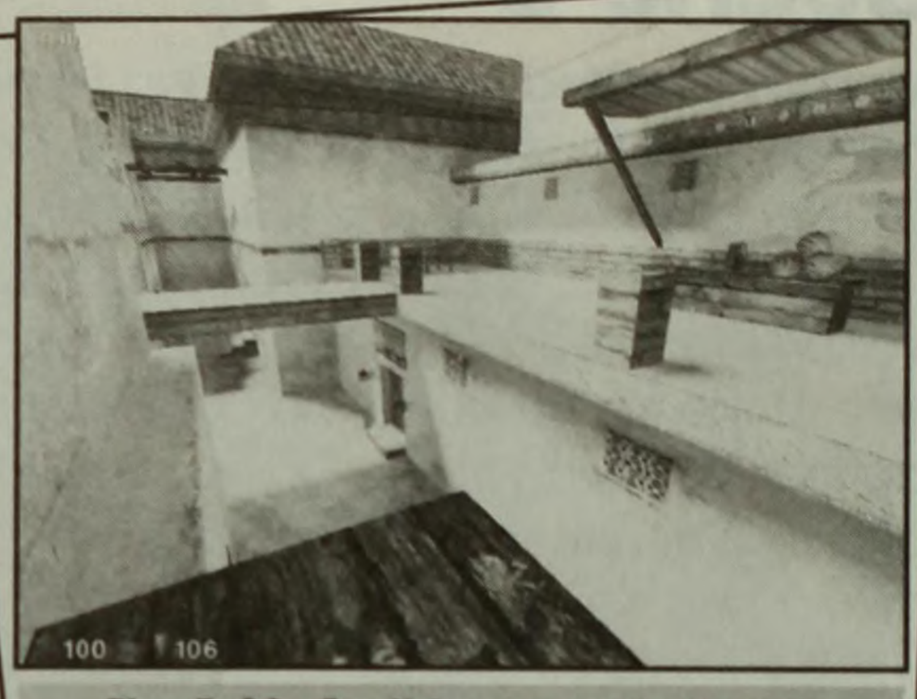


Fig. 5-39. On this narrow balcony, Cate finds ammunition, intelligence items, and body armor.

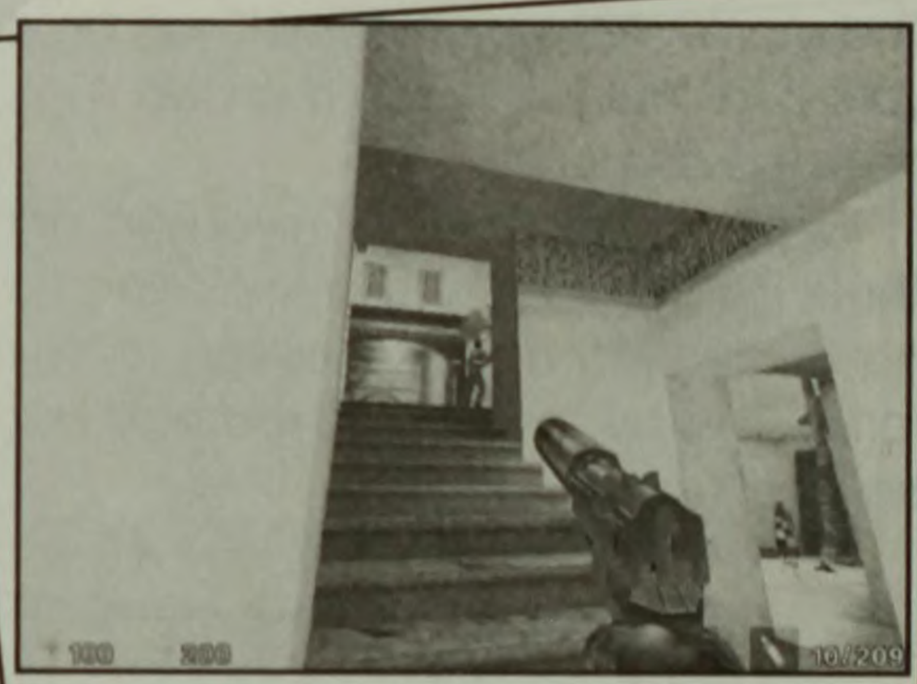


Fig. 5-40. Cate takes out a goon near the monkey, which is still for sale.

Fig. 5-41. The bottom of the ramp swarms with Volkov's men.

TIP

Save yourself some footwork by jumping off this balcony. Get to the door you bypassed earlier by running past the man near the building, then up the ramp, turning left at the top.

Fig. 5-42. Three more goons wait in the room beyond.

Fig. 5-43. The thug in the storage area pops out at an inopportune moment—for him.

This doorway leads to a narrow corridor that ends in an open area with three more thugs, one of whom turns over a table as protection. Kill all three and move through the area into the corridor beyond. Turn left at the end and open the blue doors at the end of the hallway.

There are two goons in the room and a third in the storage area to the right. Kill them all and get the two intelligence items in this area—and more body armor if you need it. When you are ready, go through the broken door.

This will lead to a hallway with a balcony to the left. Nail the guard here and move onto the balcony. It overlooks the final area of the scene. You can get a few of the goons before they realize you are in the area. Take out the one on the distant balcony to the right, then kill whoever you see on the ground.

Anyone you miss will go through the archway to the right and head up the stairs toward you. You can wait on the balcony and take them out as they appear. Then leave and go left, down the stairs. Kill any remaining thugs and walk into the final area.

You can leave now by walking across the broken bridge. But if you take the stairs down, you'll pick up a few extra items. Get the body armor, then jump into the water.

Swim to the end of the watery area and climb out onto the small ledge to the right. There's another UNITY case here, a final

Fig. 5-44. From this balcony, Cate can pick off a few more guards.

Fig. 5-45. Time for a swim!

intelligence item, and dum-dum rounds. Get them all, jump back into the water and swim back.

Now you can leave. Go to the bridge and start across. You'll get a chance to interrogate a thug who has been injured; unfortunately, he doesn't know anything about Volkov's whereabouts, but torturing the thug gives you an intelligence item.

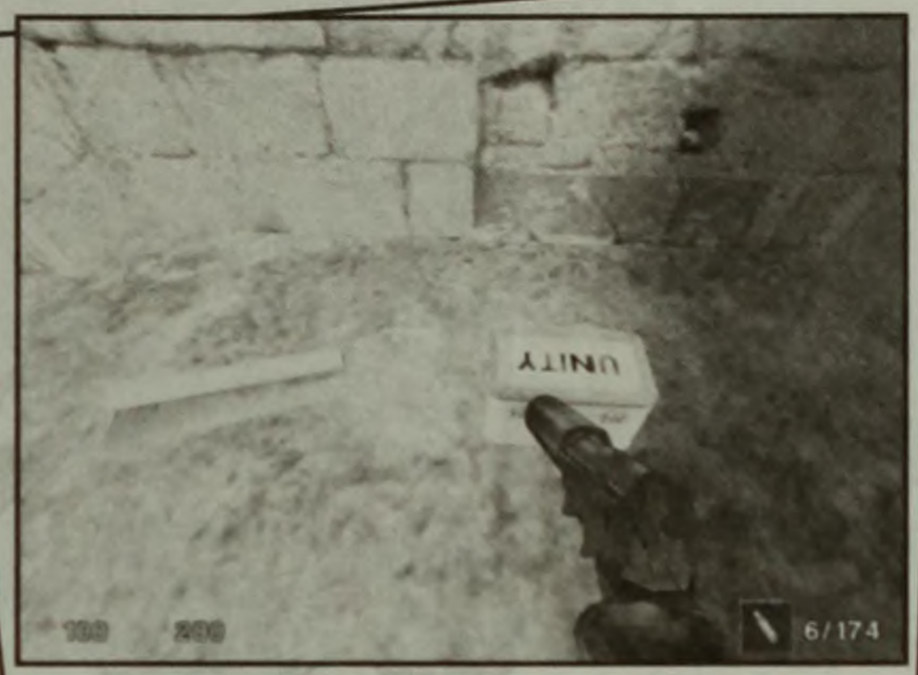


Fig. 5-46. These hidden items make it worth Cate's trouble to go swimming.

Fig. 5-47. It's a pity this lackey doesn't know anything.

Before the next scene, a short cinematic plays of Munroe's car taking him to the airport. His poor hearing makes him misunderstand everything the driver says, and he exits the car in a fury. Unfortunately, the next car to drive by is Volkov's; the criminal mastermind puts an end to the ambassador's career with a well-placed bullet.

Fig. 5-48. All Cate's hard work goes for nothing. Munroe doesn't get out of Morocco alive.

Scene 4

Now it's time to reach the coast. Before you is a landscape filled with the remnants of Volkov's Moroccan troops. They've got extra incentive to keep you in town—Volkov tells the men that if you escape, he will personally kill anyone that you leave alive.

You start in a large open area. In the distance, one goon stands next to the car at the left and the second paces nearby. Move up cautiously and take aim at the guard in the tent. Drop him, and the pacing guard will attack. After he is down, fire

Fig. 5-49. A little added incentive for the men can't hurt—anyone but Cate, that is.

at the car, *not* the third guard. If you hit the gas tank, a massive explosion will kill the third goon. Head off down the road.

Keep running until you find the first set of ruins. A bunch of goons lurks here. Sneak in quietly and pick them off one by one. Use head shots to kill them quickly before they make a sound. If you reduce the numbers by three or four, you'll handle the firefight better. Strategic sniping makes it possible to get through undetected. Get the UNITY case from the first tent and the body armor from the ruins near the second tent. Blow up the car that drives down the road toward you. When you are done, head down the road again.

Fig. 5-50. A well-placed shot to the gas tank causes lovely fireworks.

Keep moving until you find the fenced area to your left. This is a minefield, but something worthwhile appears to be at the far end. Follow the fence and go through a small gap in the left side. Hug the cliff wall around the area until you are behind the van, then walk forward and get the intelligence item and the UNITY case, which contains dum-dum ammo for your 9mm. Also get the fire extinguisher, which is for Phosphorus rounds defense. Leave the same way and continue down the road.

Fig. 5-51. Stealth pays off. Cate sneaks in and carefully dispatches her enemies.

Fig. 5-52. More pyrotechnics as another car heads for the scrap heap.

You will find another small set of ruins in front of a large house. Climb onto the ruins and drop down the hole into the water. Swim forward and watch out for the guards, who are armed with Hampton SMGs. Arm yourself with the 9mm and move in carefully. Pick off the two guards who appear here. When it's safe, climb out of the water and head up the stairs,

Fig. 5-53. Cate reaches a few extra items by moving carefully through the minefield.

eliminating anyone you see.

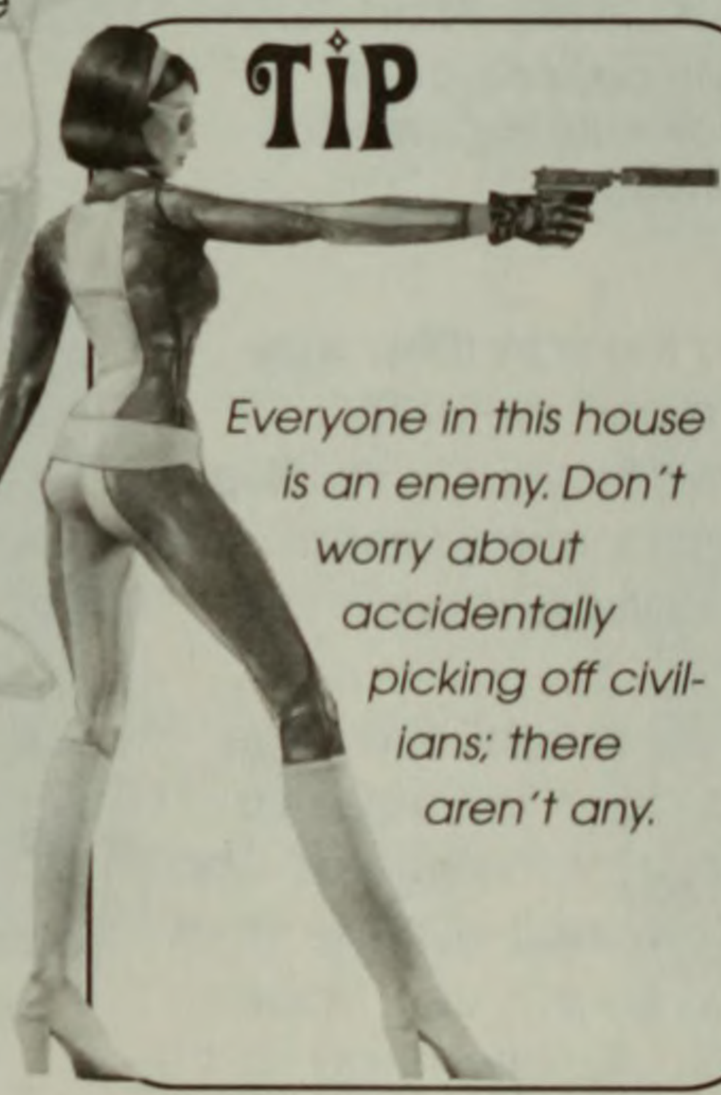
Follow the ramps and stairs to the top. Kill off the two goons at the top of the stairs and move into this area. Grab their weapons and the intelligence item and continue up the stairs. When you spot the two bottles in the corner at the top of the stairs, you've climbed as far as you can for now.

Fig. 5-54. Volkov's house. Fortunately, there's a secret way in.

Fig. 5-55. Careful shooting allows Cate to kill goons with a single bullet.

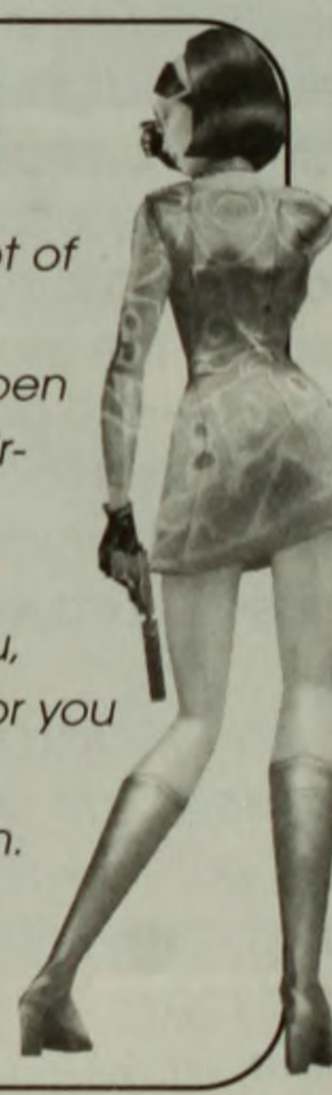
Move forward cautiously. Look to the left to nail the guard walking his rounds, then get the guard at the bottom of the stairs ahead of you. If you move forward slightly to the corner, you can hear a couple of guards to your right talking about the ship waiting for you in the harbor. Lean out and kill them when they finish talking.

Cross the wooden bridge where the goons were talking and follow this corridor down the stairs and onto the balcony.



TIP

Everyone in this house is an enemy. Don't worry about accidentally picking off civilians; there aren't any.



NOTE

If you make a lot of noise killing the guards in the open area on the staircase, another goon will come from behind you, through the door you opened for the intelligence item.

Kill the guard at the bottom of the stairs. With luck, he's not aware of your presence, and you can get him with a quick head shot. Go down the stairs. Take the corridor to the right, and when it opens, take a hard left down the narrow hallway. At the end, a few more guards chat. Shoot them both and continue. (If you wait for a moment, the lead guard will shoot the other one for leaving his watch.)

You emerge into a large area filled with distant guards. Move quietly to the nearest door and pick the lock with your barrette. Behind it, another UNITY case provides more ammunition. Head back the way you came, taking the intelligence item from the area where you killed the two guards.

Go all the way back to the stairs and balcony and take the open doorway on the left. A goon lurks to the immediate left as you enter this room, a few more in the room beyond. Take them all out and follow the path to the balcony. As you leave, you hear Volkov killing everyone you missed. Volkov vows that you will meet again—and given his apparent plans to destroy UNITY, that meeting will likely come soon.

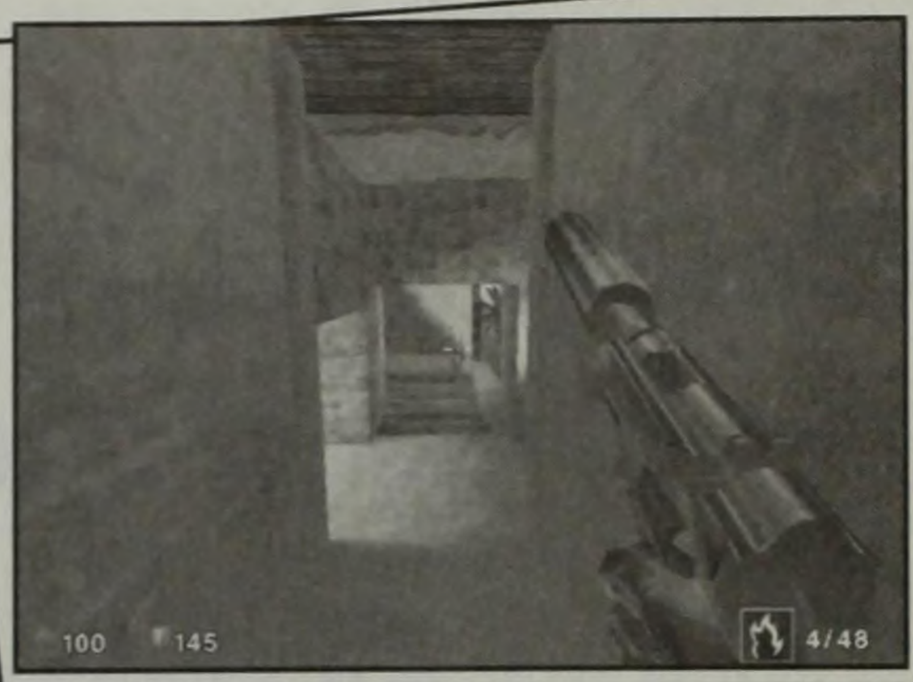


Fig. 5-56. Cate lines up another shot.

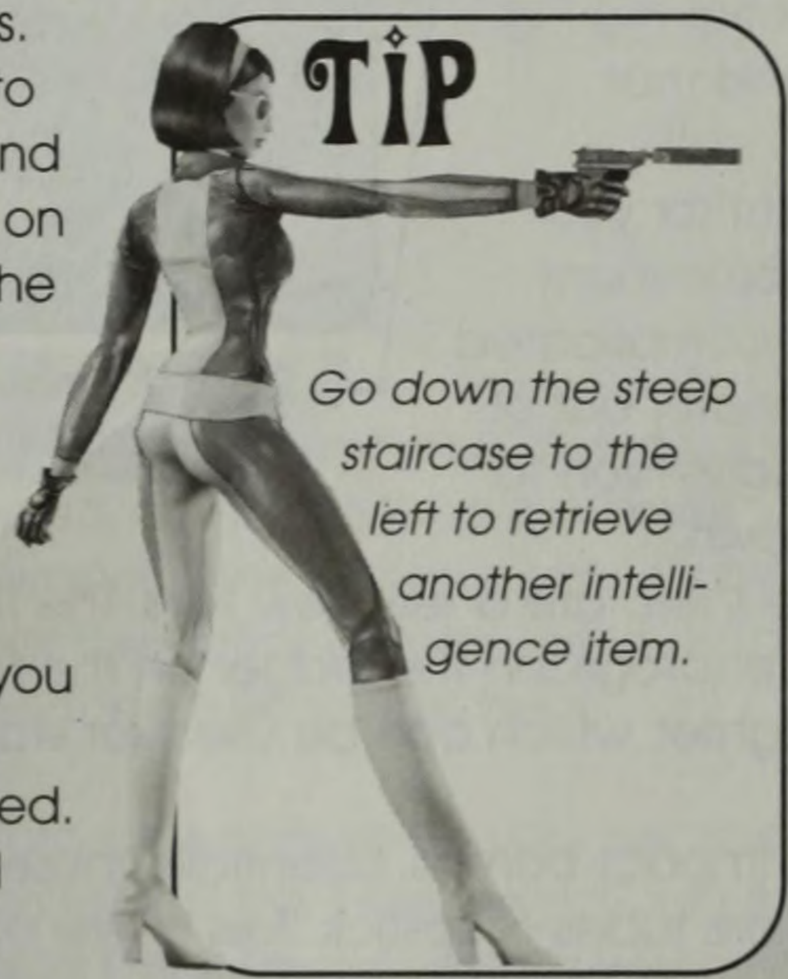


Fig. 5-57. Down the stairs and to the right leads to the exit. The area where the guard is holds a few more intelligence items.

Fig. 5-58. Two more guards for Cate to get rid of.

Fig. 5-59 A few more guards stand between Cate and her ship.

CHAPTER 6: MISSION 2-BERLIN BY NIGHT

The Briefing: Requiem for a Spy

The mission in Morocco was a disaster. Not only was Ambassador Munroe killed, but so was Bruno. That you've survived doesn't mean much—only that you've managed to get back for a good chewing-out from Smith and Jones. They also have circumstantial evidence that Bruno was the traitor in UNITY, and that Volkov killed him to keep him quiet.

Fig. 6-1. Smith is hardly sympathetic over Cate's ordeal.

Nevertheless, they have a new assignment for you. You're to head to East Germany to help a prominent doctor named Otto Schenker defect. It's a complicated assignment. You not only need to get the doctor out of East Berlin, but you'll also need to create a diversion to throw off pursuers. And you will be on your own.

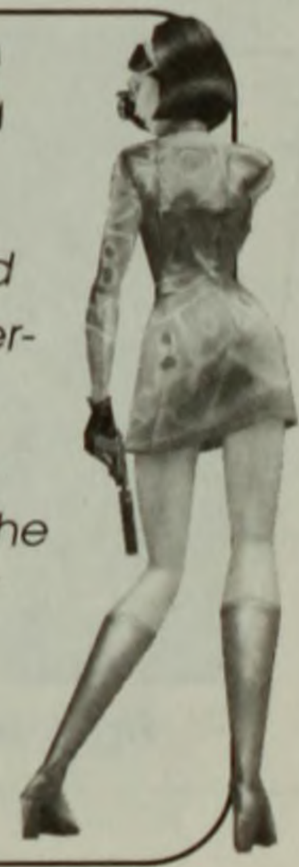
You reappear in Santa's Workshop where there are a few new toys. The first is a spy camera disguised as a pair of sunglasses. Use them to photograph the ledger on the table, then move to the next room. Here you discover a cigarette lighter, which can be used for starting fires. Light a fire in the wastebasket to move on.

In the next area, you learn about lipstick impact bombs. Essentially, these are hand grenades that have been disguised to look like harmless tubes of lipstick. Toss a few at the target before moving on.

Figs. 6-2 Jones and Smith explain Cate's new assignment.

NOTE

All Smith and Jones conversations take place in the room that "the assignment" was in.



After training, proceed to the obstacle course. Here you learn about searchlights and security cameras. Go through the course to the far side, avoiding the light and camera. Once done, you proceed to the mission.

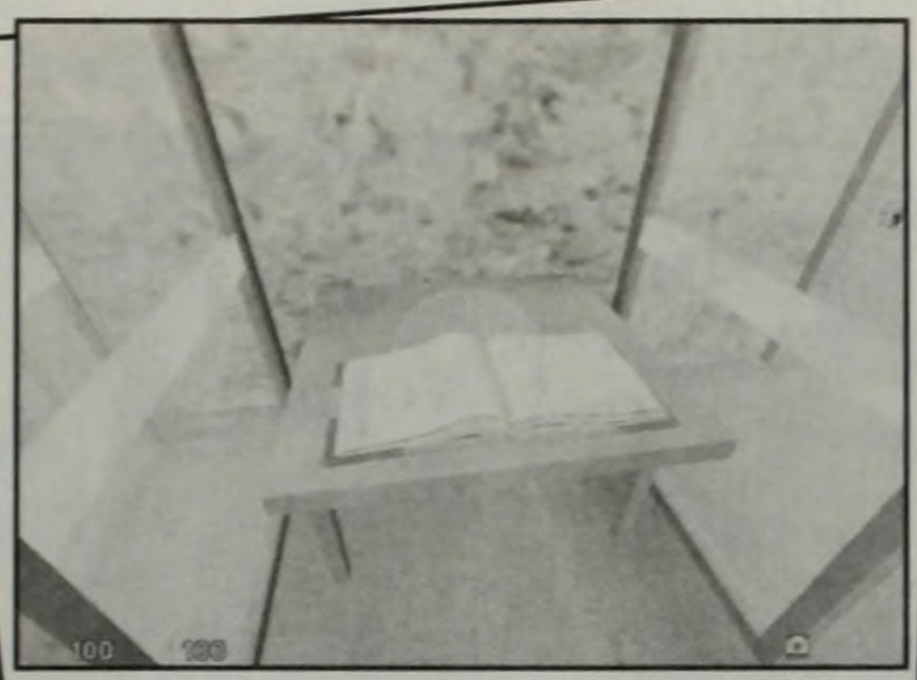


Fig. 6-3. Cate tries out her latest gadget.

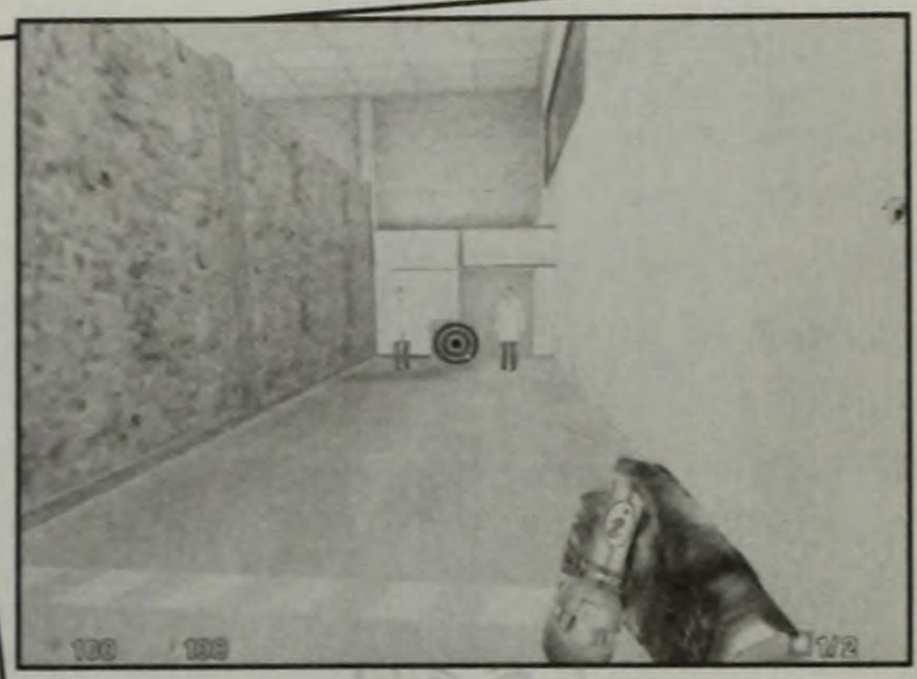


Fig. 6-4. Cate tries out the new impact explosives, which have been disguised as harmless lipsticks.

Scene 1

You begin outside the STASI facility and must meet your four contacts in the correct order. Move up the street until you spot the man wearing the trench coat. Speak to him, and he tells you that the entrance you are looking for is hidden. When you are done talking, you hear a phone ring.

Go to the phone booth and answer. It's your second contact, who tells you to look in the basement. Grab the envelope here, then head back toward where you met your first contact. Enter the apartment building—there's a woman standing outside—and press the buzzer for room 205.

After the conversation, enter the elevator and take it up to the second floor, walk to room 205 and knock. A man will slip you an envelope that reads "of the library." To find your final contact, take the elevator down and return to the street.

Walk across the street from the hotel and enter the alley doorway. A staircase takes you to a small bar. Your final contact is sitting at the first table on the back wall. He'll say, "behind the shelf." You now have to get inside the STASI facility by bribing the guard.

Fig. 6-5. This man in the trench coat is Cate's first contact.

Fig. 6-6. Cate's third contact is in room 205.

Leave the bar now and go to the STASI entrance. Watch the camera. When it pans away, run to the door, open it, and duck inside. Talk to the guard. He opens the gate for you. Before you leave, grab the envelope off the back shelf.

Fig 6-7. Cate's final contact waits in this bar.

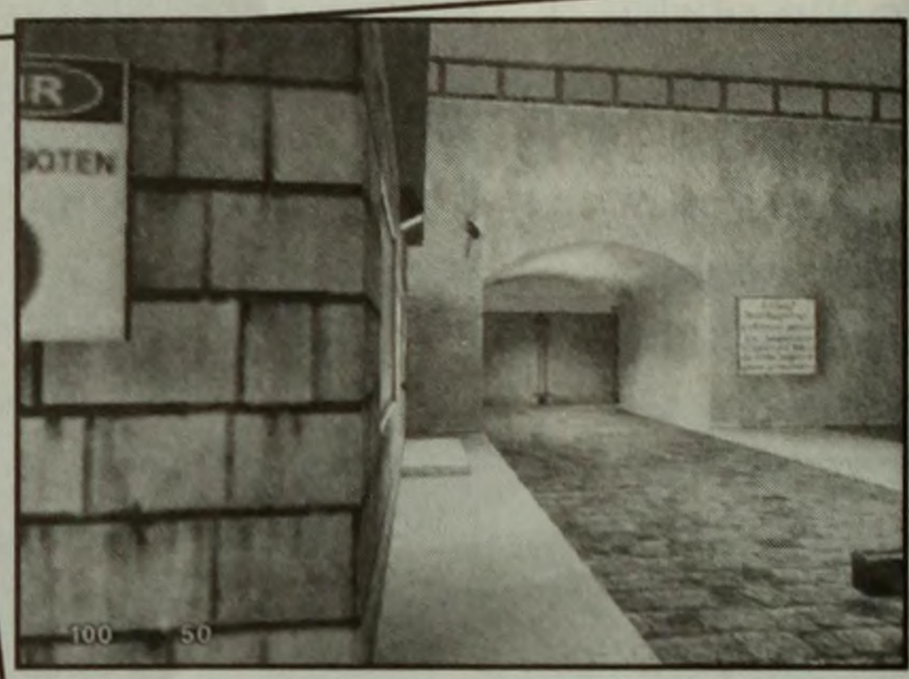


Fig. 6-8. Cate waits until the camera looks away to dash in and bribe the guard.

Duck inside and run to the right—this area is safe from cameras. Take a few moments to get your bearings. Two guards talk around the corner. Move along the left wall, mindful of the camera, and stop in the corner opposite the guards and camera. Kill both guards quickly with bullets to the head. Duck behind the truck for cover.

Wait until the camera pans away. When it does, run out and get the guns the guards dropped. Stay close to the wall and move forward, keeping your eyes on the two cameras ahead. Get to the location below the camera on the left-hand post. When the cameras are pointed away, make a run for it, and stand behind the post.

Figs. 6-9 and 6-10. With two quick shots, Cate clears the way in.

Use your barrette on the grate padlock. It will take several attempts. Be patient. The cameras can't see you and you are in no danger. When the lock pops off, open the grate and take the ladder down to the sewer. There is a padlocked gate in the way.

At the bottom, run to the next ladder and climb up. Exit the sewer and move toward a small guardhouse. Stay in a crouch, and open the door. There's a camera in the gate house. The guard must be lured out with a coin and then killed to avoid setting off the alarm. You can get some body armor here and another AK-47. Flip the switch to open the gate into the main compound. When you are done, go back through the sewer to the front area.

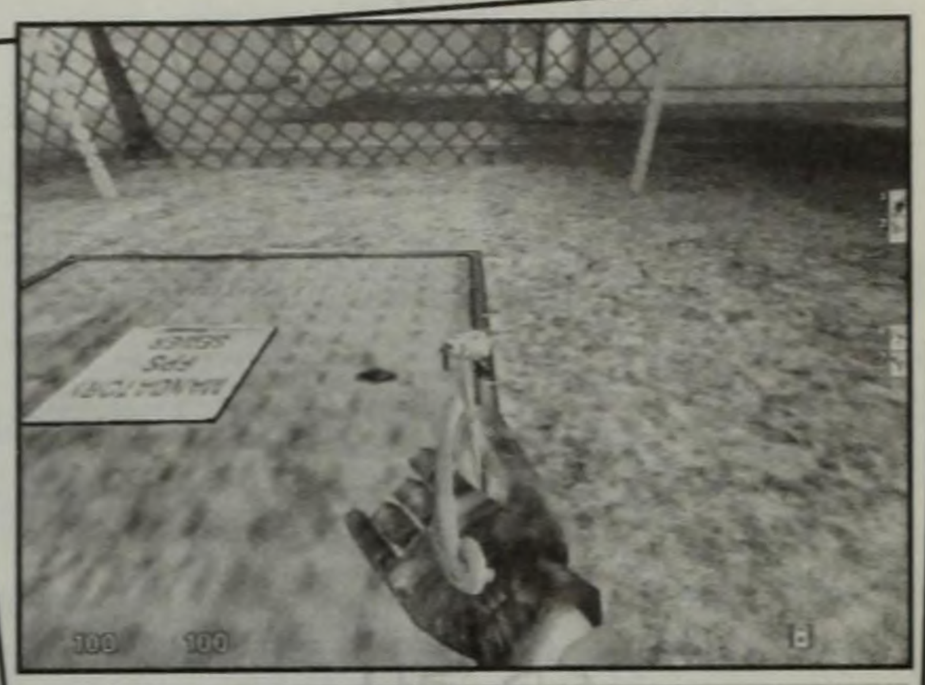


Fig. 6-11. Cate's thieving skills come in handy.

Once out of the sewer, head toward the main compound, again mindful of cameras. Move directly beneath them to stay out of their view. As you round the corner, kill the guard manning the searchlight and crawl in.

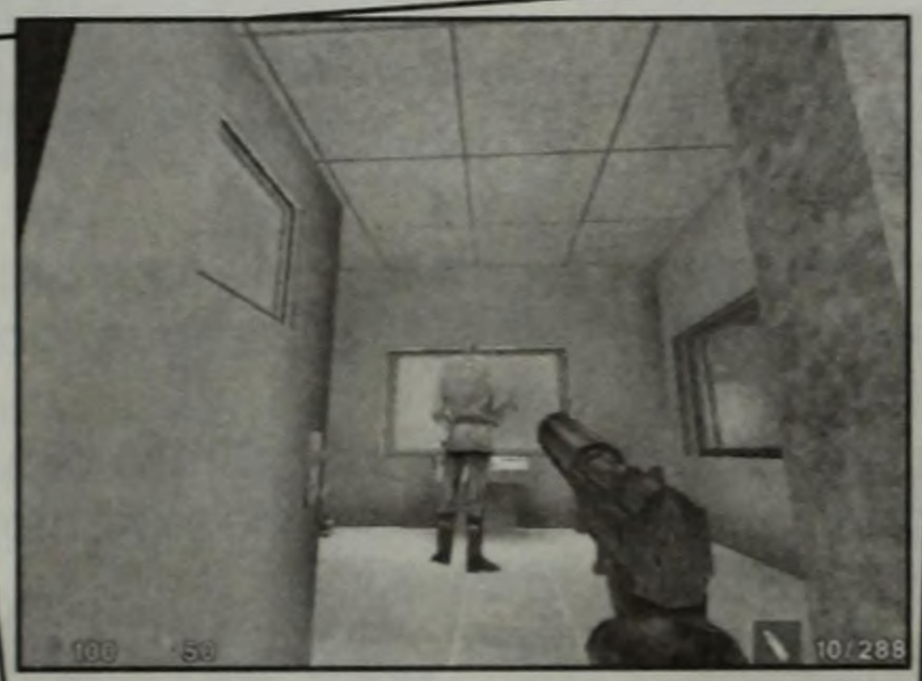


Fig. 6-12. One more bullet, one step closer to getting inside.

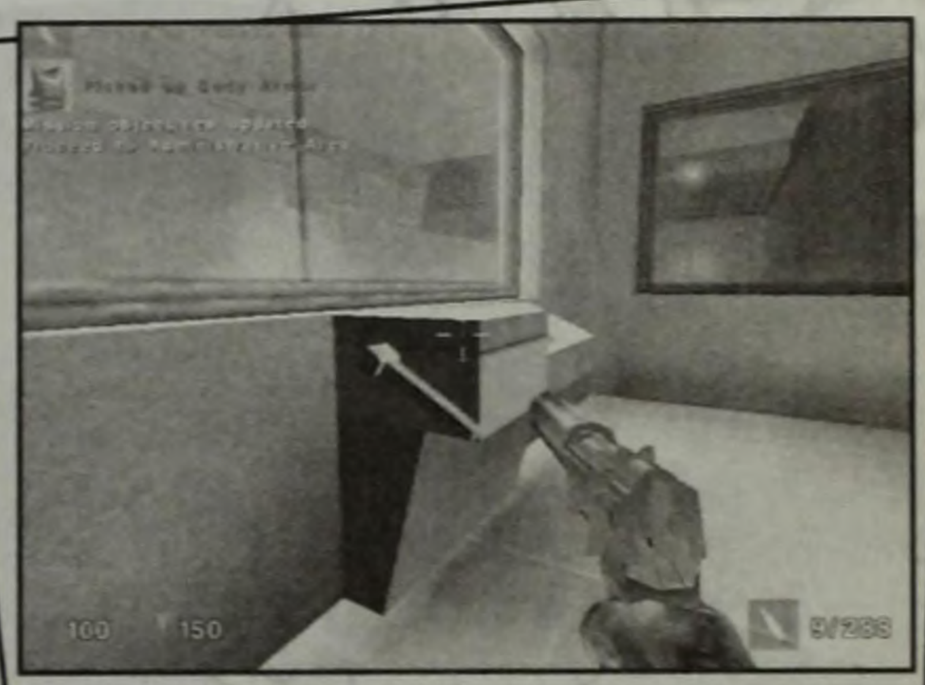


Fig. 6-13. This switch in the guardhouse opens the gate into the main compound.

Now things get tricky. Kill the two guards in the warehouse. Pull the switch without killing the guard in the booth. Kill the other tower guard. Walk around to the gate. Pull the power switch. Kill the guard behind the crate. Kill the guard on the right. Kill the patrolling guard. Kill the booth guard.

Gig. 6-14. To get past this guard, Cate takes him out with a single bullet.

Fig. 6-15. Cate's been efficient: five shots, five kills.

When the two patrolling guards turn away, run beneath the second guard tower and wait in the shadows. When both guards turn away again, lean out and kill the guard on the loading dock. Then duck back into the shadows. The last two guards take more care. Wait until they are facing away from each other and kill them one at a time. Collect their weapons. Before you continue, look ahead and take out the guard in the third tower. Run beneath this tower.

Fig. 6-16. Cate must be careful. If she kills a guard while the other is watching, she'll be discovered.

fig. 6-17. One more guard stands between Cate and the building interior.

Take aim at the guard in the fourth tower and drop him. Move in and take aim at the guard standing near the door. Drop him with a single shot and move under the watchtower. Take out the guard inside the building with one more shot. Now switch to the AK-47.

Open the door and go in. The camera spots you. There's no way to avoid it; shooting the camera would still call attention to you. Move forward to the door at right and go left down the corridor. Three guards come through this door; a quick burst of your AK-47 takes them out. Turn around and open the door behind you.

Get the armor in this room and deactivate the flashing red light to turn off the alarm. Walk down the corridor to the outside and turn right. You can avoid the two final guards. Run forward, avoiding the searchlights, to the large gate. There the scene ends.

Fig. 6-18. If they hadn't been tripping over each other, they might've stood a chance against Cate.

Fig. 6-19. Once past the searchlights, Cate moves to the next scene.

Scene 2

You know where Dr. Schenker is, but to reach him you need to find a contact in the STASI facility who will give you a pass to Dr. Schenker's building. This contact has set explosives throughout the warehouse. Activate these as you come to them to provide a distraction.

Fig. 6-20. Cate starts her break-in.

Fig. 6-21. More guards, more conversation. This one is gossipy, without much hard information.

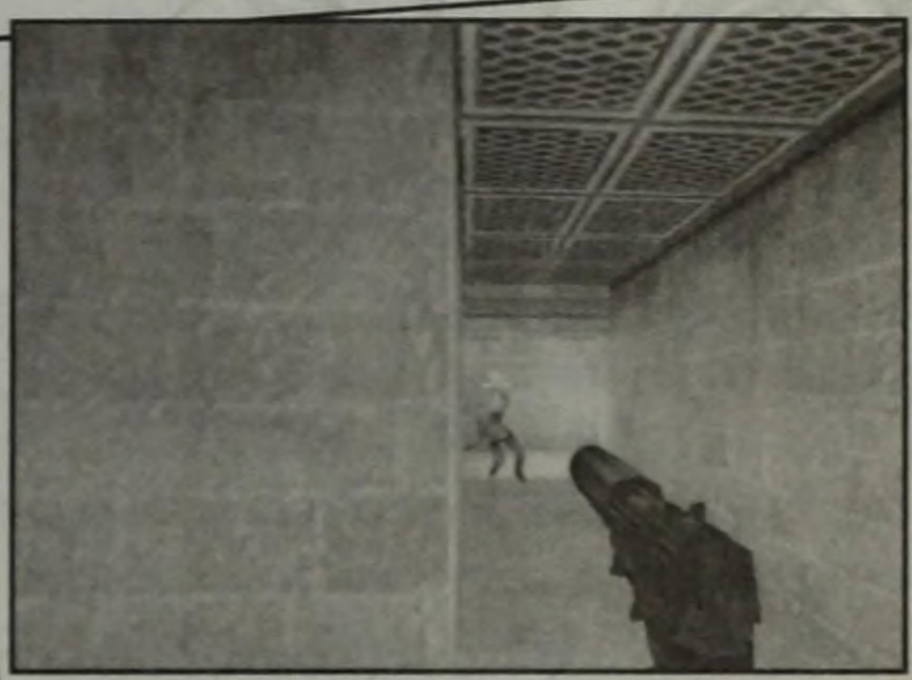


Fig. 6-22. So far, Cate hasn't triggered any alarms.

TIP

Take out the guard on the left just as he says "Mein Gott in Himmel!" The other guard approaches to see what happened, giving you a few seconds to get in a clean shot.

You start outside the warehouse area. A guard is just coming out. He stops at the top of the stairs before continuing his rounds. Eliminate him quickly and silently.

Go through the first door on the left. You hear a conversation between a pair of guards in the next room. It is easier to kill them if you let them finish conversing. Lean out carefully and shoot them both before they raise the alarm.

Follow the corridor until you see a guard at a desk. Take him out quickly, then back up to the corner. Another guard comes from the left and turns down this hallway. Nail him just as he starts walking toward you.

Go down the corridor again and turn right to enter the warehouse area. Move through the warehouse, then go through the nearby door, which leads outside.

NOTE

Bombs and barrels spawn semi-randomly around the map. You may need to play though several times to find all the spawn points.

As you exit, turn left. There's a guard standing here. With him down, you can take one of two ways in. The easier way: Run past the guard's body into the building. The better way: pick the lock on the gate and climb up the crates. This way gives you the chance to kill off the guards before they spot you first.

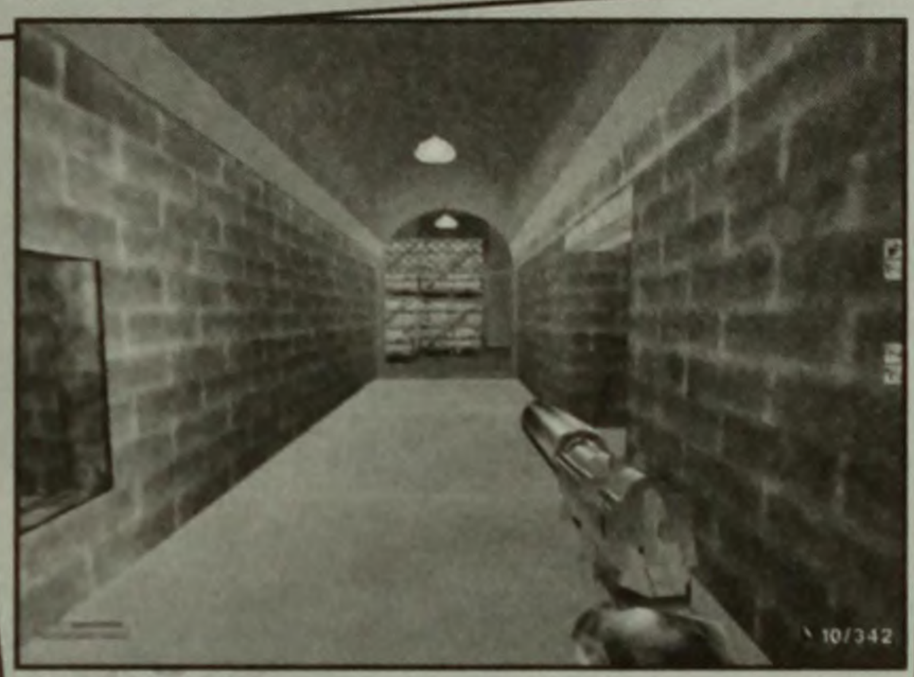


Fig. 6-23. This hallway can be tricky to clear out.

Fig. 6-24. Cate prepares to sneak in through the top of the warehouse.

Atop the crates, crouch down and move forward. Look down into the warehouse at a second guard. Drill him, then jump down. Move to the large automatic door—a button on the wall nearby opens it.

Move out carefully, and look right. There's a guard walking; with luck, he won't see you. Shoot him, then move into the building to your left. Nail the guard here, activate the bomb, and leave the same way you came in. Go around the truck and up the stairs to the door. Enter this building now.

Follow the hallway until it opens into a larger room. Wait outside for the guard to walk past and put a bullet in his skull. Head past him up the stairs to the next door.

Fig. 6-25. So far, so good. The guards don't know Cate is here yet.

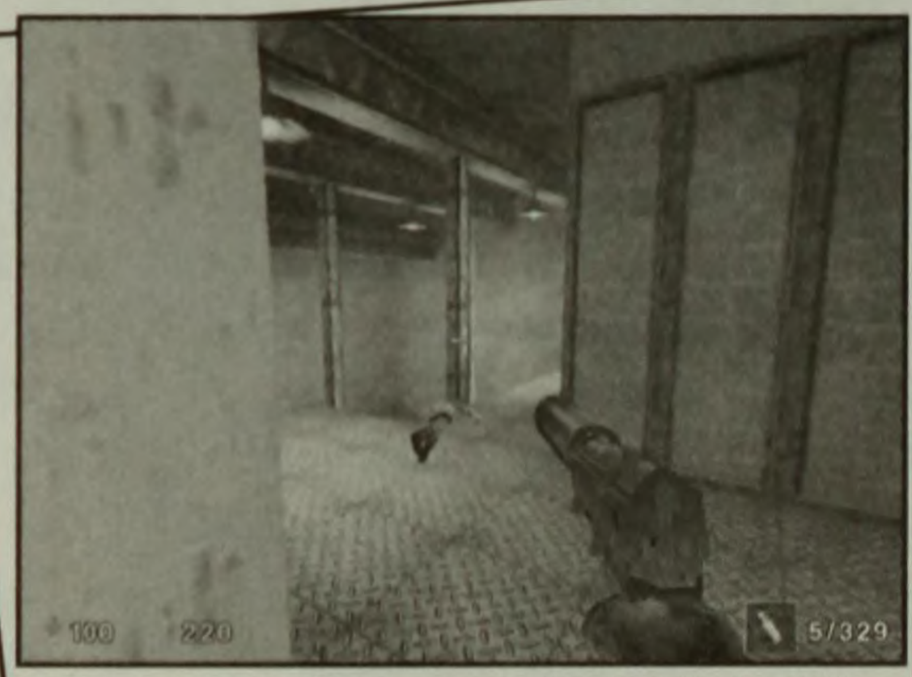


Fig. 6-26. Cate stealthily continues through the facility.

The door leads back outside. A couple of guards here see you. Take them out quickly and run to the door directly down the sidewalk from you. Open it and head into the final building for this scene.

Fig. 6-27. Another unsuspecting guard meets the business end of Cate's 9mm.

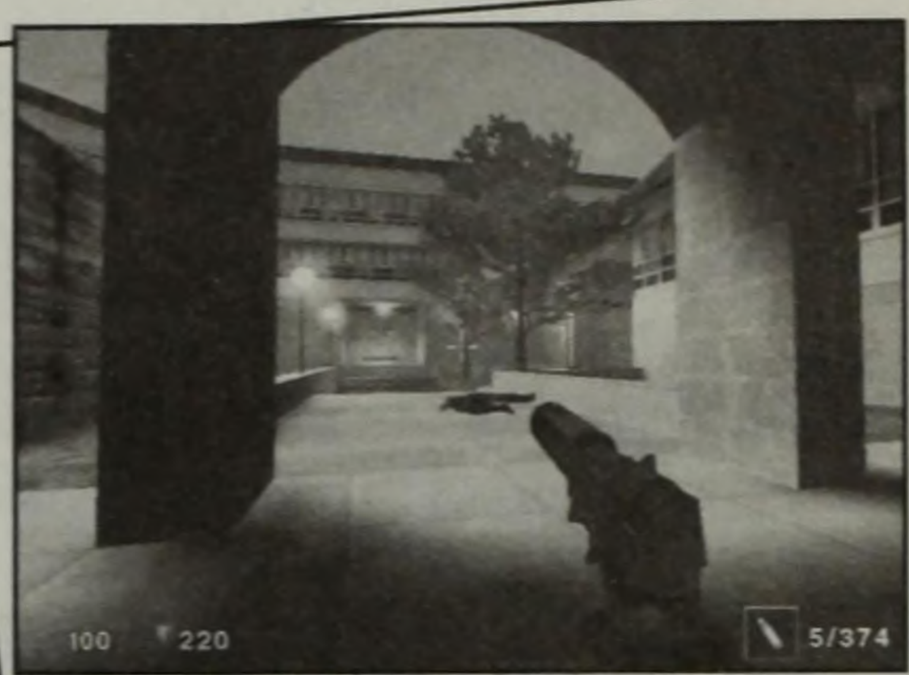


Fig. 6-28. Cate's next move is through the door beyond this fallen guard.

Move into the building carefully. A guard is usually near the door. Get rid of him without a commotion. Inside, go left until you find doors on either side of the hall. When it is completely safe, put away the pistol in favor of the sunglasses and enter these rooms one at a time. Photograph a document on the desk of each room. Rearm the pistol and head back to the front desk.

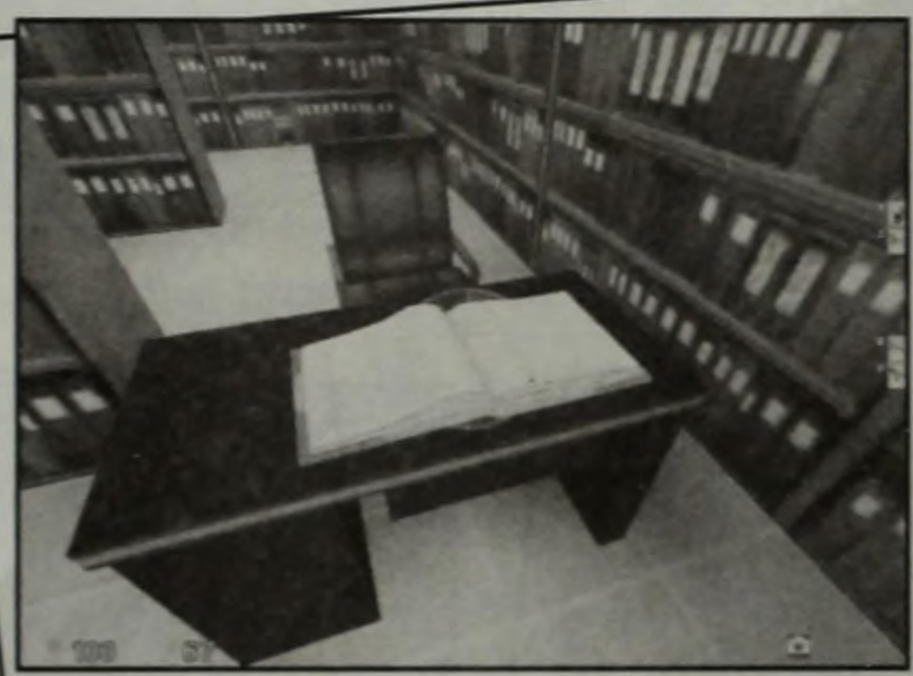


Fig. 6-29. Cate snaps a shot of this document in case Dr. Schenker doesn't offer enough information.

Fig. 6-30. Cate sees her contact beyond this double door.

Run straight past the desk to the corridor leading left, and drop the guard here. Run past his body and down the stairs. Go through the door on the right and activate the bomb inside the room. Exit the way you came in and head to the double doors. Open them, nail the final guard, and run to your contact.

Fig. 6-31. Cate activates her contact with the lighter. He has given Cate a way in, but then she's on her own.

Offer him a light with your lighter. Apologize for being late. He'll give you a pass that identifies you as the niece of the STASI area commandant. This will get you past the front gate. The scientists inside will ignore you, but the guards and video cameras will not. Avoid detection for as long as possible. The contact will give you an additional intelligence item if you

haven't angered him. You must now go to the basement of the library and activate the shelf to find the secret entrance.

Scene 3

You've got to find Dr. Schenker's lab and get the doctor out quickly. This won't be easy.

If you can get through the first part of this mission without sounding the alarm, so much the better. Move carefully around the cameras and hide your weapon when you are around scientists. Any guard who spots you runs to sound the alarm, as will most of the scientists who see you with your weapon drawn.

Fig. 6-32. Cate kills the guard before he sounds the alarm.

The mission starts with two guards talking at the top of the steps. They haven't seen you, so slide up behind the pillars. Shoot the one on your level first; take out the other as he approaches. Get both before they sound the alarm.

Head up the stairs. A guard walks through a long hallway here. The situation is tough. If you kill the guard, you'll be spotted by a scientist, who will sound the alarm. Sneak into the room containing the scientist and kill him, then take out the guard at your leisure. Get the intelligence item from the locker area, then head down the long hallway toward the desk.

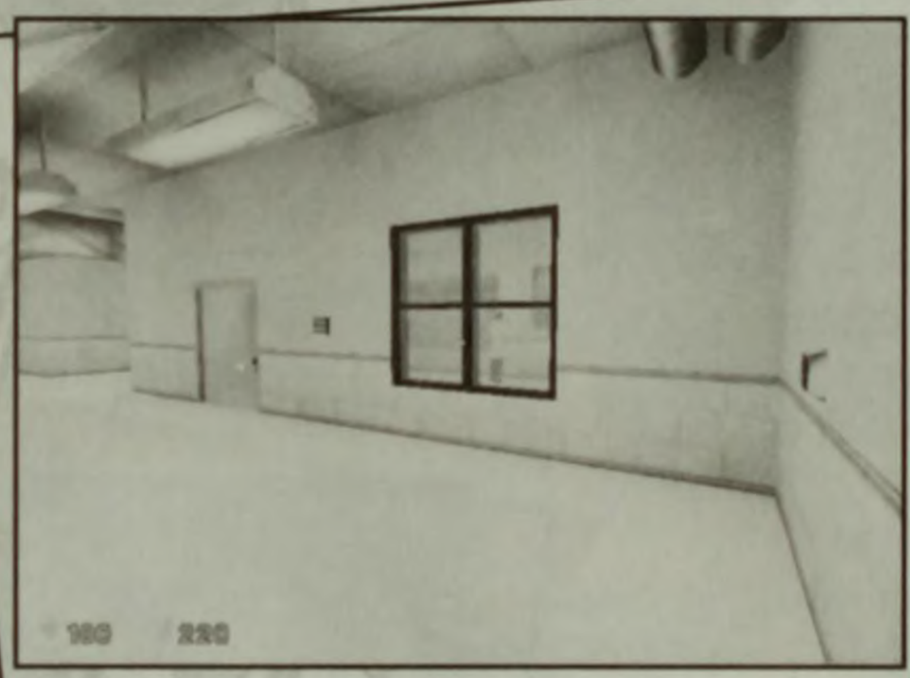


Fig. 6-33. The scientist sounds the alarm.

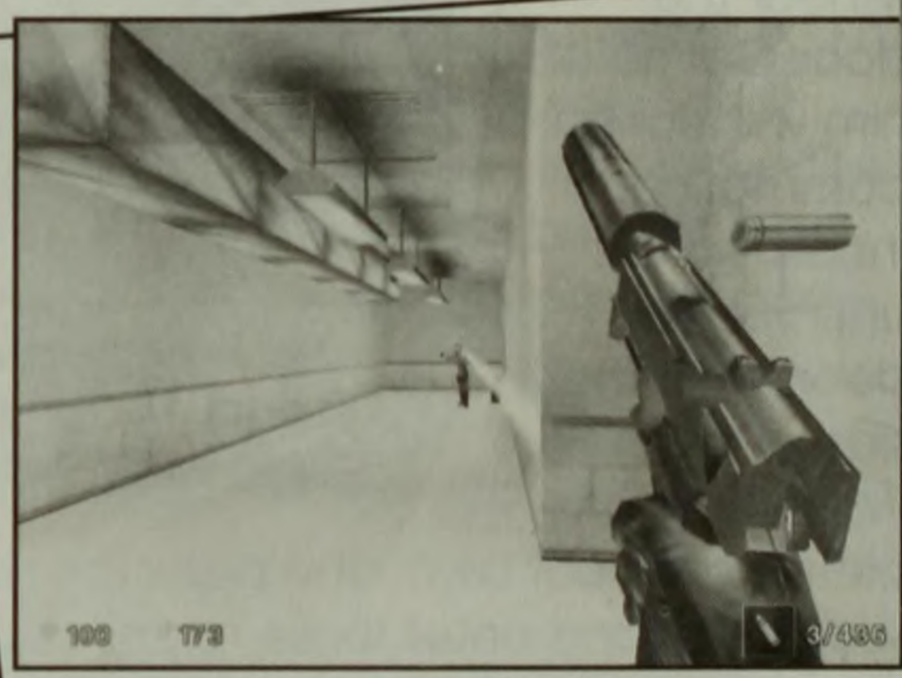


Fig. 6-34. Cate opens the way to the floor below, where Dr. Schenker is waiting.

Go right at the desk. There will be another guard in this area; take him out quickly. Check the rooms to the right for more intelligence items, then continue down the hall. Turn right again and shoot the guard in front of the elevator.

Open this elevator and go inside. When the door closes, activate the controls to get to the next floor. As the elevator opens, you hear two guards talking. When they finish, sneak out and drill them-both. There are two possible ways to go now. Take the rightmost of the two corridors.

Fig. 6-35. On today's menu: Salisbury steak, creamed corn, and 9mm bullets.

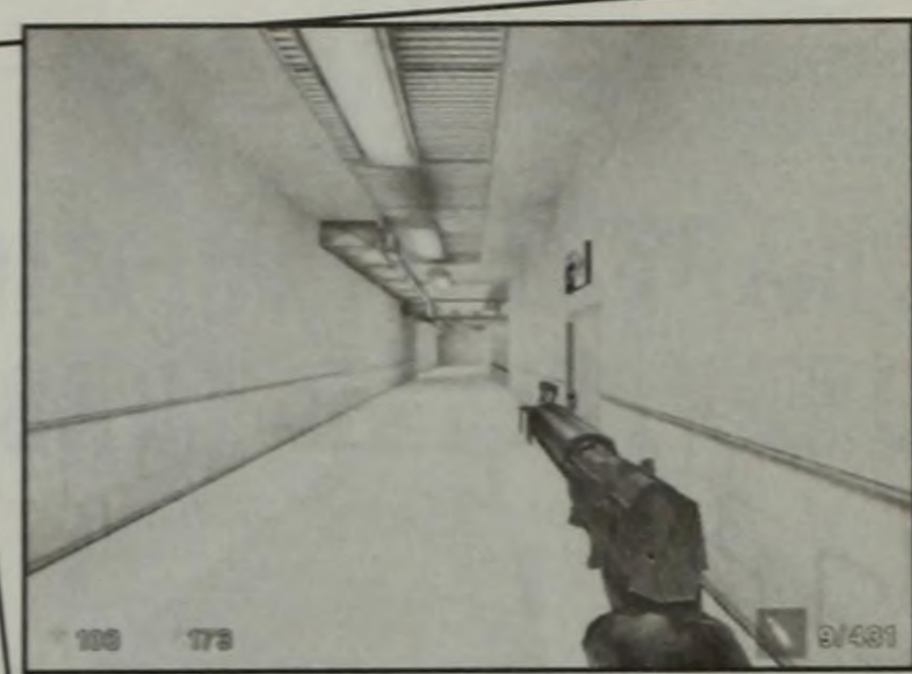


Fig. 6-36. This long hallway leads to several intelligence items.

Follow this hallway until you come to a staircase. Climb the stairs and keep going until you reach the cafeteria. Kill the guard. Investigate this area and the side rooms for more intelligence items, then continue down the hallway.

Round a corner to a very long hallway with a branch to the left. Ignore the branch and run straight ahead, killing any guards you see. Investigate rooms for intelligence items. Take this hallway all the way to a narrow staircase leading down. You've already been in the area downstairs, so turn around and go back to the branching corridors.

Fig. 6-37. Dr. Schenker is ready for his run to freedom.

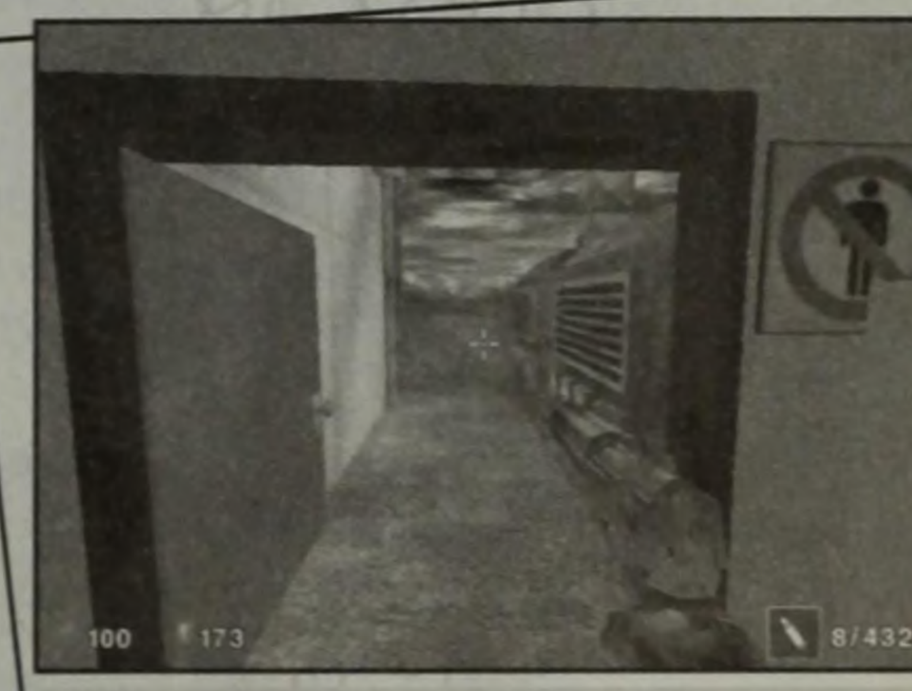


Fig. 6-38. Just a few more feet, and this mission is over.

Go down the second hall, checking the rooms for items and guards. There are laboratories on either side of this hallway's end. Investigate the lab on the left first, then go across the hall to find Dr. Schenker.

Schenker is upset that UNITY has sent a woman to retrieve him. After talking with him for a few seconds, four guards arrive from down the hall to the left. Blast them with your AK-47, then talk to Dr. Schenker again. He realizes he has no choice but go with you. From this point on, he follows you wherever you go. Guards make him freeze up, so talk to him again to get him moving if you are attacked.

The quickest way out is to head down the hallway and take the first corridor to the left. This leads to that narrow staircase you avoided earlier. Follow it down and go left as soon as you reach the bottom. There's a door here that wouldn't open earlier but will now. Go through it and Dr. Schenker will follow. As soon as he steps outside, the mission is over.

As you and Dr. Schenker run for freedom, a new player enters the mix—a large Scottish man who seems impressed with your abilities.

CHAPTER 7: MISSION 3—UNEXPECTED TURBULENCE

Scene 1

You and Dr. Schenker are headed for London and freedom. You'll have a chance to talk with the doctor about his research, which will gain another intelligence item for you.

Dr. Schenker has been working on a project that turns living organisms into time bombs. It sounds far-fetched, but Dr. Schenker has apparently gotten it to work. Volkov and H.A.R.M. want this technology.

Another jet moves in and docks with your airplane. The large Scottish man seems to want what you have—Dr. Schenker. This unexpected raid leaves you just one option: Take out the goons to protect the doctor.

Start by equipping your SMG. Go into the hall and head left to the door at the end. As you are about to open it, it opens to reveal a very surprised guard. Take him out, run into this room, and turn around.

The noise alerts other guards, who come running toward your position. Shoot down the hallway to take them out. Move forward now, past the room you started in, to the next cabin.

A couple of guards hide behind the chairs. Take them out when they pop up and get their ammunition as you proceed. As you step into the next area, another guard darts out of the restroom. Be ready for him.

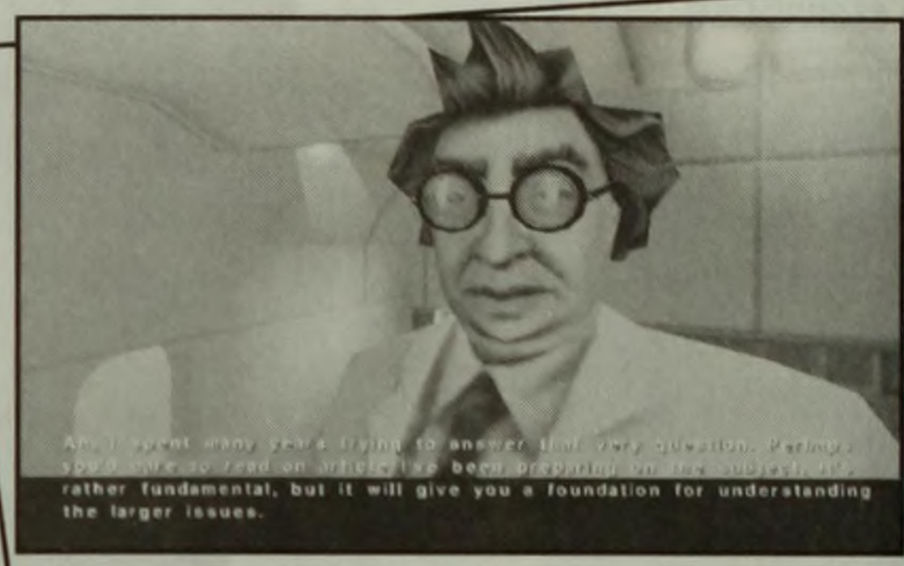


Fig. 7-1. Cate scores another intelligence item, thanks to Dr. Schenker.

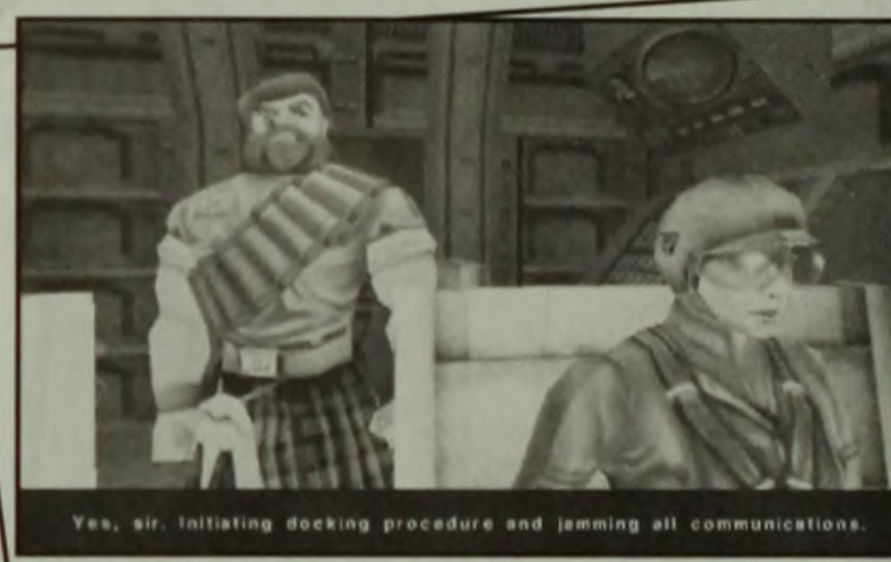


Fig. 7-2. The Scotsman wants Dr. Schenker.

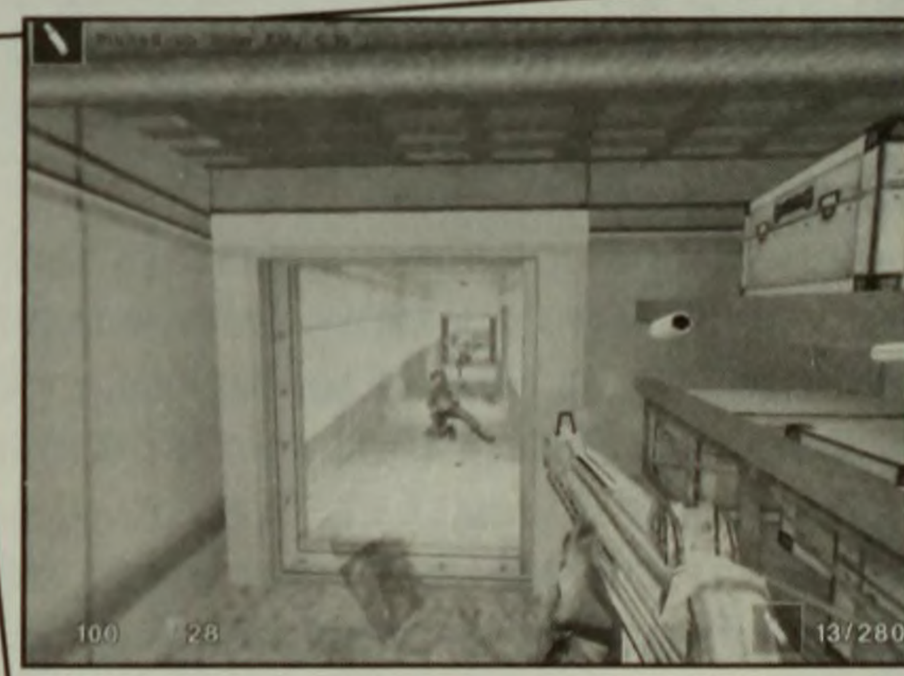


Fig. 7-3. Like shooting fish in a barrel....

Chapter 7: Mission 3—Unexpected Turbulence

As you round the corner to the next cabin area, an explosion destroys a large portion of the airplane, taking a few thugs with it. Seats torn loose from the floor block the hole, as well as the door to the next area. Open the floor hatch and crawl through the wheel well to the next cabin.

As you emerge from the wheel well, you hear guards talking. Three are trying to find something to eat in the galley at the back. Shoot them all and take their ammunition.

Now things get a little tricky. Move out from the galley and look left to find a steep staircase leading up. There's a guard here, crouch and shoot him in the legs. He'll tumble down the stairs. Climb up and enter the cockpit.

Fig. 7-4. A massive explosion rips out part of the fuselage, taking a couple of enemies with it.

Just as you start to take the controls, the Scotsman knocks you out with a blow to the head.

Fig. 7-5. This final guard is the toughest for Cate to eliminate.

Fig. 7-6. No one is flying the plane!

Fig. 7-7. Cate is attacked from behind by the large Scottish gentleman.

Scene 2

You wake up with the plane still out of control. The H.A.R.M. thugs have left, and you are stuck on an airplane that has no pilot. You've got to get off this airplane, and you've got to do it before the plane goes completely out of control.

Grab an intelligence item from the room across from the cockpit. Head down the steep staircase and grab the gun on the floor. Use it to eliminate the guard, then go through the wheel well toward the back of the plane.

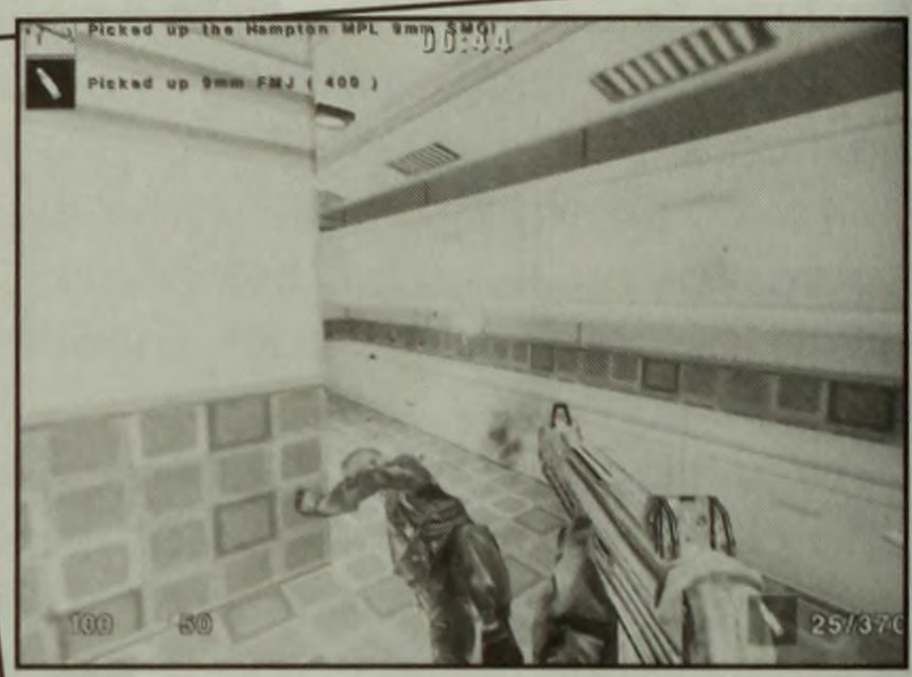


Fig. 7-8. Cate's armed, but running out of time.

As you emerge from the well, grab the armor to your right, and listen to a pair of guards discussing the lack of parachutes. One says that a person in the back of the plane has a chute. There is a film roll on the left side of the two thugs. There is one more in the aisle. Kill these two, then continue toward the back.

As you near the room you were in at the start of this mission, an explosion in the back of the airplane sends the tail section flying. This sucks out the guard who has the last parachute. Jump out of the plane after him. From another plane your Scottish friend sees this, and tells his men to take care of you.

Your predicament: You're falling toward the ground without a parachute and enemies are falling toward you, shooting. Kill off the thugs above you and try to stay directly above the guy below you.

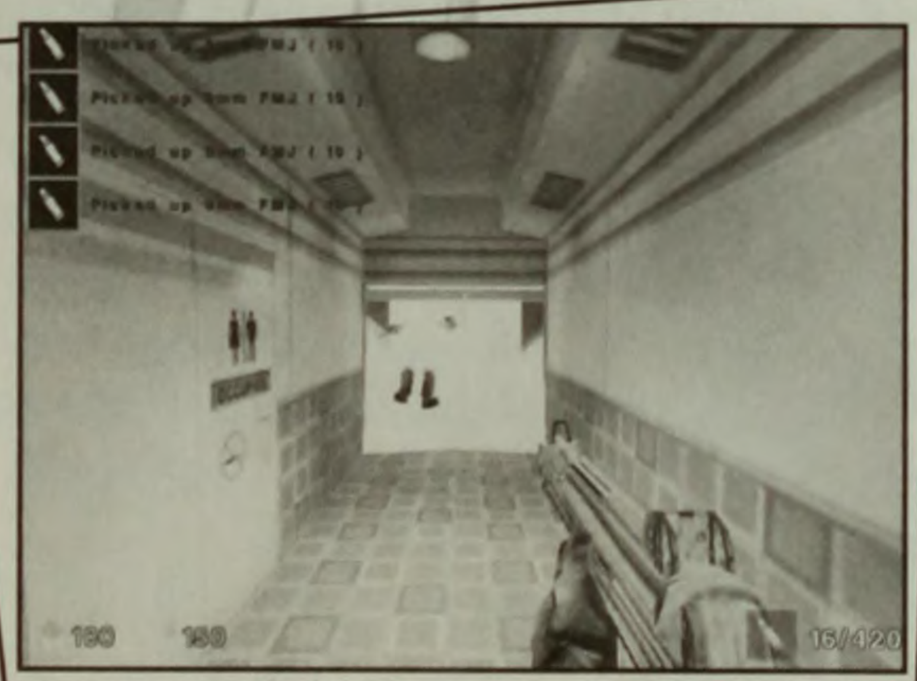
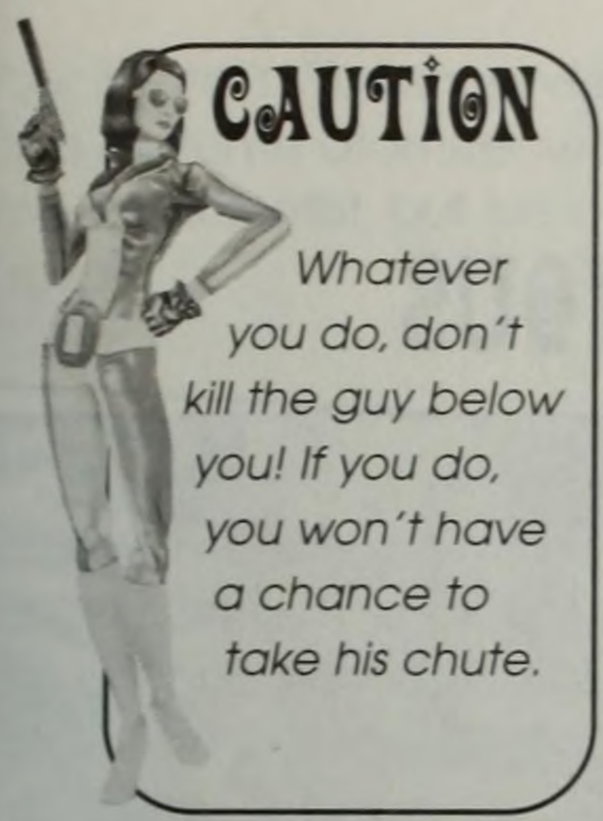


Fig. 7-9. Cate's last chance at a parachute sails out the back of the airplane.

Fig. 7-10. This is not going to be easy.

Chapter 7: Mission 3—Unexpected Turbulence

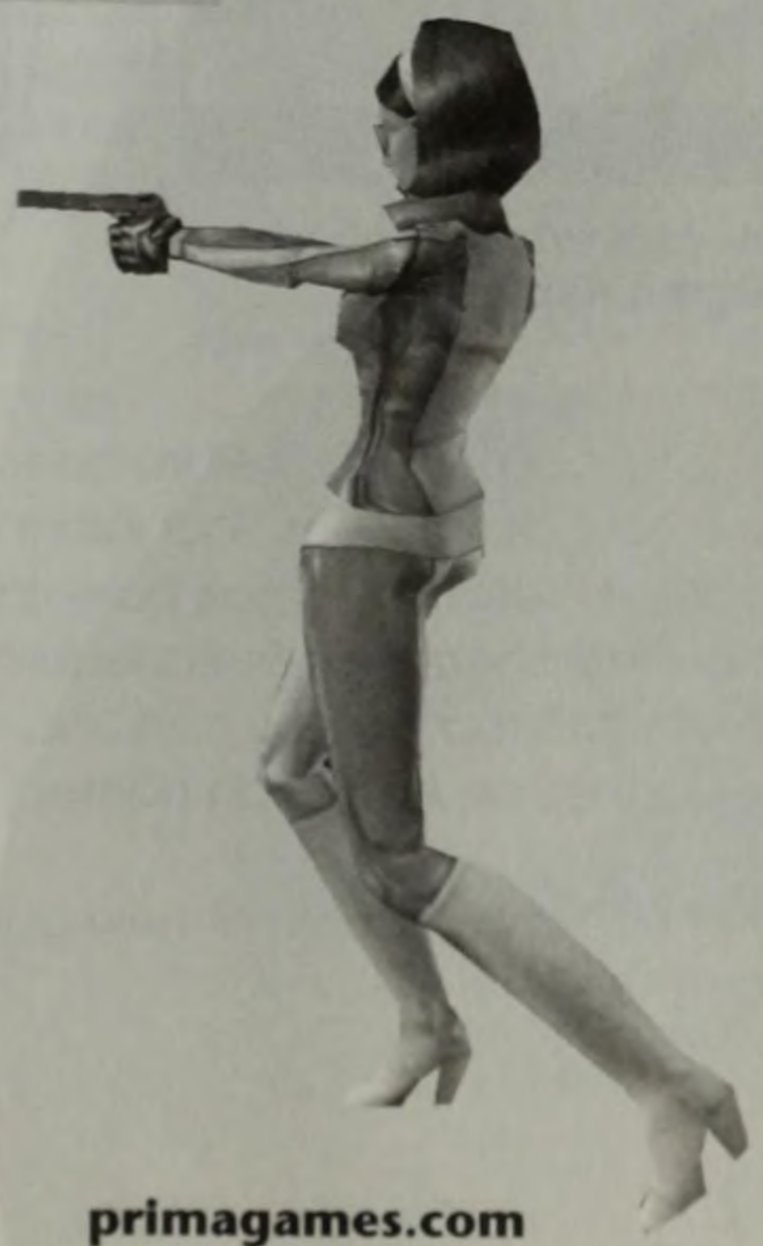


The enemies are tough to hit because of the speeds at which they are moving. However, you're just as tough a target for them. Reload after each kill and keep looking for more enemies, checking the position of the man below you periodically.

As you near him, ask if you can borrow his parachute. Be extra vigilant. Continue to scour the sky for enemies, and make sure that the man below you is very nearly directly beneath you. When you get close to him, take the chute and land safely. He lands in a barn at 100 mph.

Fig. 7-11. Cate has to take out the enemies above her without harming the man below her.

Fig. 7-12. That's going to leave a bruise.



CHAPTER 8: MISSION 4—RENDEZVOUS IN HAMBURG

The Briefing: Care to Explain?

You're 0 for 2. Despite your hard work and daring escape, the thugs made off with Dr. Schenker and much of his research. You'll be dressed down again by Smith and Jones—particularly Smith, who seems to revel in what he considers your incompetence. Jones, fortunately, is a little more sympathetic.

Fig. 8-1. Jones, while disappointed, understands that Cate hasn't had an easy time.

The large Scotsman who has dogged your last missions is Magnus Armstrong, one of the most talented sappers from the last war. He's been in trouble with the law, mostly for small-time fights and brawls. He's never before been in league with the likes of H.A.R.M.

Fig. 8-2. Cate tells what she knows of Magnus Armstrong.

Fig. 8-3. Smith and Jones reluctantly give Cate a new mission.

Despite your failures, you get a new assignment. Your information about Dr. Schenker's research has borne some interesting fruit. West German officials have located a Finnish freighter with suspicious cargo—what appears to be the chemicals Dr. Schenker was using. You are to investigate this ship covertly and retrieve whatever information you can.

You'll be working with a new partner, an American named Tom Goodman. You'll meet up with him in Hamburg.

Before you start, Santa's Workshop has a couple of new gadgets. After the briefing, go there.

Your Santa's Workshop visit is quite brief. Your first new toy is a perfume atomizer with a potent sedative. Use it on the first scientist, but be careful not to be caught in the spray.

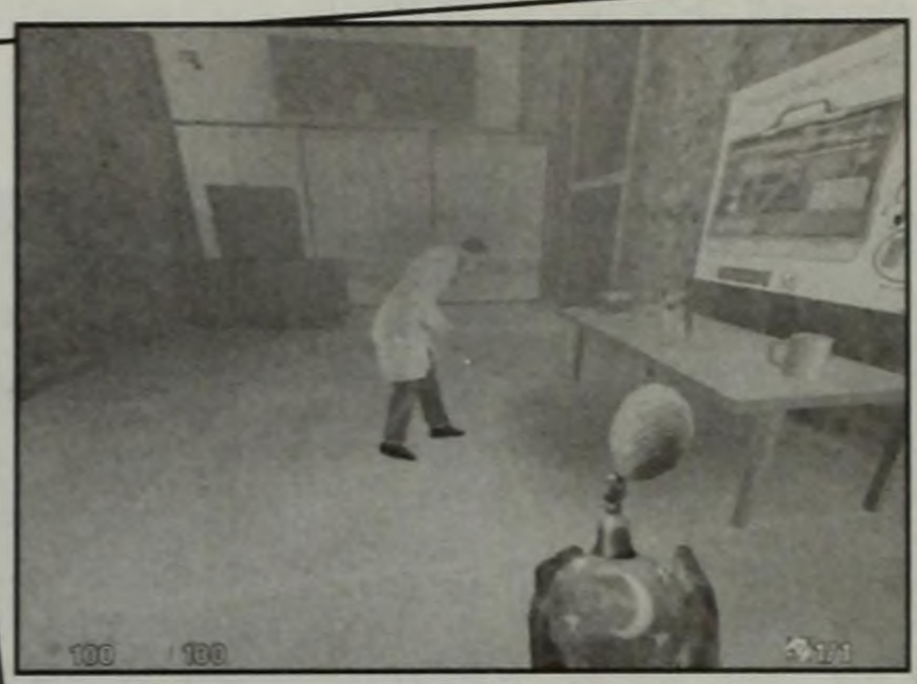


Fig. 8-4. Cate uses the perfume sprayer to knock out the scientist.

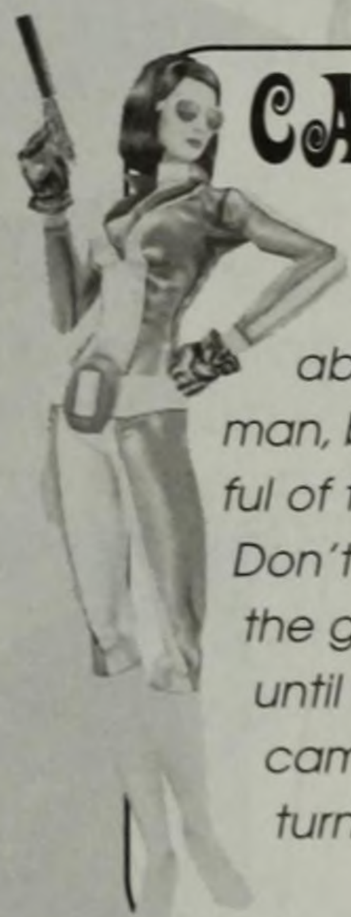
Scene 1

You are to meet Tom Goodman at a club called Das Einsame Valkyrie. The club is full and the bouncers aren't letting anyone else in. You need a distraction.

Talk to the woman in front of you. She offers to distract the doorman so you can sneak past. As she talks to the man at the door, run past her and jump onto the garbage cans and rubbish bin. Go to the window, open it, and crawl inside.

After you're inside, a shifty gentleman spots you and immediately runs to tell the club owner—Inge Wagner, also the club's star attraction. Her singing is the latest rage in Hamburg. Inge tells the gentleman to keep an eye on you and capture you when you head to the restrooms.

Fig. 8-5. While the woman distracts the doorman, Cate sneaks into the club.



CAUTION

Don't worry about the doorman, but be watchful of the camera. Don't jump onto the garbage cans until the video camera is turned away.

Before you meet Goodman, you've got work to do. Head down the long hallway and go left past the phones to the spiral staircase. Take this to the next floor.

At the top of the stairs, go forward and take the first right, then the short staircase to the manager's office. Open the door and look inside.

Fig. 8-6. Cate's arrival cuts Inge's concert short.

By the manager's office, talk to the girl twice. She gives you an intelligence item. The manager is asleep at his desk, which should make it easy to grab the envelope off the table.

Fig. 8-7. The manager is sleeping, but the video camera is vigilant.

Fig. 8-8. Tom Goodman stands on the left.

Unfortunately, there's a camera in the corner of the room. Move under the camera as it pans, and grab the envelope. Stay under the camera until it turns away from the door again, and then leave.

Back in the hallway, go down the spiral staircase and walk into the main club area. Tom Goodman is the muscular man wearing green. Go and talk to him.

Goodman is a very good spy, but he doesn't trust you. He doesn't think you'll be able to pull your weight. He tells you that you are being watched, and points out the shifty little man who spotted you earlier. Goodman suggests you take a walk to the restrooms and corner the man there. At the end of the conversation, what feels like a dart hits the back of your neck.

Fig. 8-9. Cate's watcher is hardly a professional.

Fig. 8-10. Cate finds the restrooms and prepares to set her trap.

Start moving toward the restrooms. Take your time. You won't be attacked, and you can eavesdrop on conversations around you. The quickest way to the restrooms from the club area is straight ahead past a couple arguing about the music. Follow the hallway down the stairs and through the double doors. The restrooms are on your left.

The man follows you into the ladies' room. You take care of him automatically.

Scene 2

As you prepare to question the man who has been following you, mayhem breaks out in the club. Goons from H.A.R.M. burst in, guns blazing. You've got to find a way out, and you've got to find Goodman.

Fig. 8-11. Unfortunately, Cate has no time to question this guy.

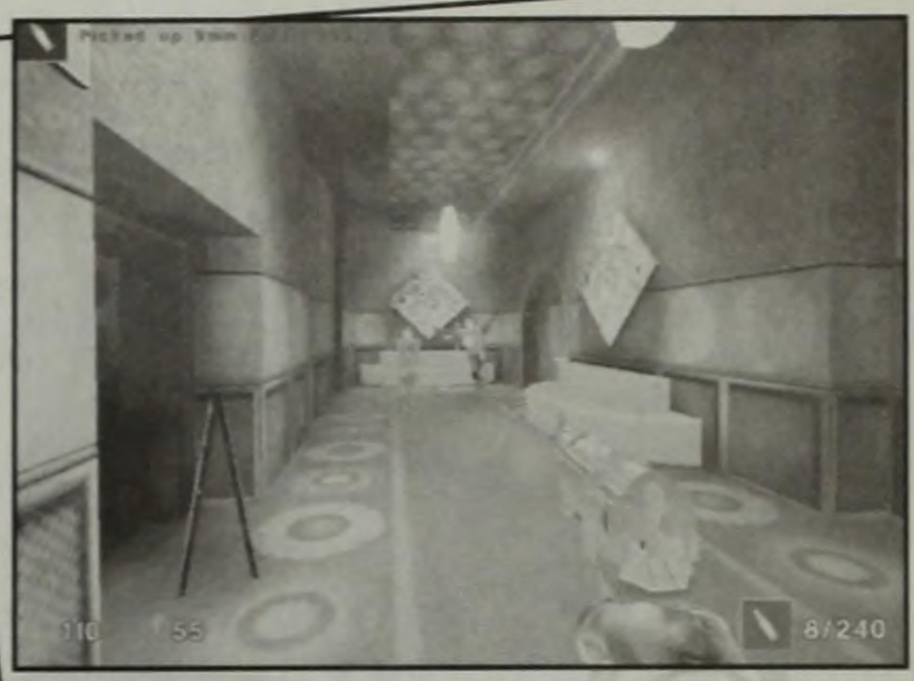


Fig. 8-12. Cate stops two goons from committing murder.

First, equip your pistol. Leave the restroom and turn left. A couple of thugs are getting ready to kill a civilian. If they do, the mission ends in failure. Drill them both.

You can't get back to the club area through the double doors—they've been bolted from the other side. Instead, go to the right past the restrooms to the back rooms of the club and get the sleeping gas next to the phones. Go down the stairs to the door.

Fig. 8-13. The wine cellar holds additional enemies.

Fig. 8-14. Cate nears the club and a reunion with Goodman.

Expect big problems when you open the door. Enemies wait beyond, including one wielding a machine gun. Use the corner of the wall as cover and knock out targets—there are five guards here—as they present themselves. When all are dead, get their weapons and run through the wine cellar. Open the door on the far side.

Turn right and slide out into the hallway. Plug the two goons at the top of the stairs. Go up and take the door on the left and get the intelligence item. Go back to the hall and take the door directly in front of you.

This door leads to the kitchen and three more goons. Nail them all (the machine gun works well) and go through the kitchen to the door on the far side. Don't kill the civilian in the next area. As you round the corner past the long table, you spot the club area. Move out carefully.

Four more enemies lurk in the club. Take them out one at a time, using the doorway as cover. When you've taken out all four, Goodman appears at the stage door and tells you to get out through the back rooms.

Fig. 8-15. Four thugs wait in the club for Cate's return.

When the cinematic is over, go through the door at the back of the stage. Follow the hallways until they end. You'll see several H.A.R.M. crates here, linking the "talented" Fraulein Wagner with your enemies. Open the window and drop to the ground. You've made it out of the club alive.

As you jump down from the window, your contact starts to walk toward you. Unfortunately, before he can help you, he is killed by a thug on the roof behind him. Kill the goon, then get the UNITY case from the alcove. Turn around and start following the alleys and staircases between the buildings.

Fig. 8-16. Goodman offers Cate a way out of the club through the back.

Fig. 8-17. Proof that Inge Wagner is linked to H.A.R.M.

There's only one path until you come to an open area where two guards are talking about the amount of beer that H.A.R.M. agents—and criminals in general—drink. Listen, then lean out and plug them both. This will draw attention to you. You can spoil your enemies' aim by shooting out the spotlights. Be careful of the guards by the spotlights.

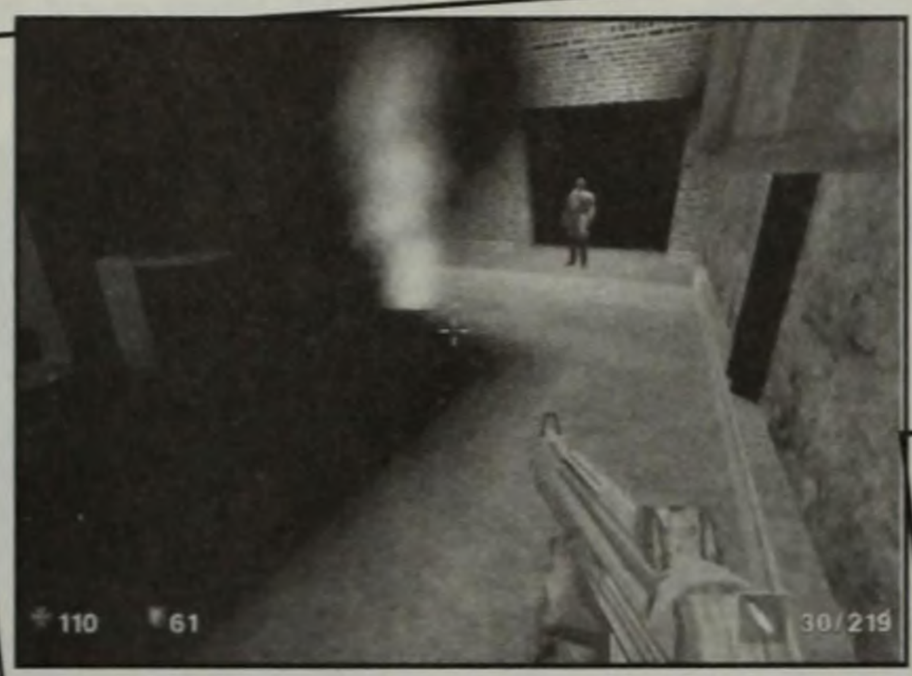


Fig. 8-18. Cate spots her contact, but won't get a chance to speak with him.

Fig. 8-19. A few more enemies fall prey to Cate's machine gun.

TIP

There is another guard on a distant platform to the left as well as one near the main searchlight. Don't forget about them when you move on; they can cause a lot of damage.

With the guards dead, move down the staircases to the dock area. There's no obvious way out at this point, so jump onto the barge. The barge will carry you away, and you'll see a short cinematic of Inge singing that she will get her revenge.

Fig. 8-20. Inge hopes to meet Cate again—and soon.

CHAPTER 9: MISSION 5—A TENUOUS LEAD

The Briefing: A Quick Stop at Santa's Workshop

Before meeting Goodman again, call Jones from a safe house in Bremen. He'll question you about Inge Wagner, who seems to be in league with H.A.R.M. Jones tells you to find out what you can after you meet with Goodman. You're also to report to Santa's Workshop.

Get your new cigarette lighter. This one comes with a welder that can slice through gates and locks. Try it on the gate in front of you. The workshop has developed a new version of your lipstick bombs. These have a three-second delayed fuse, allowing you to throw them and find cover—or even bank the lipsticks around corners.

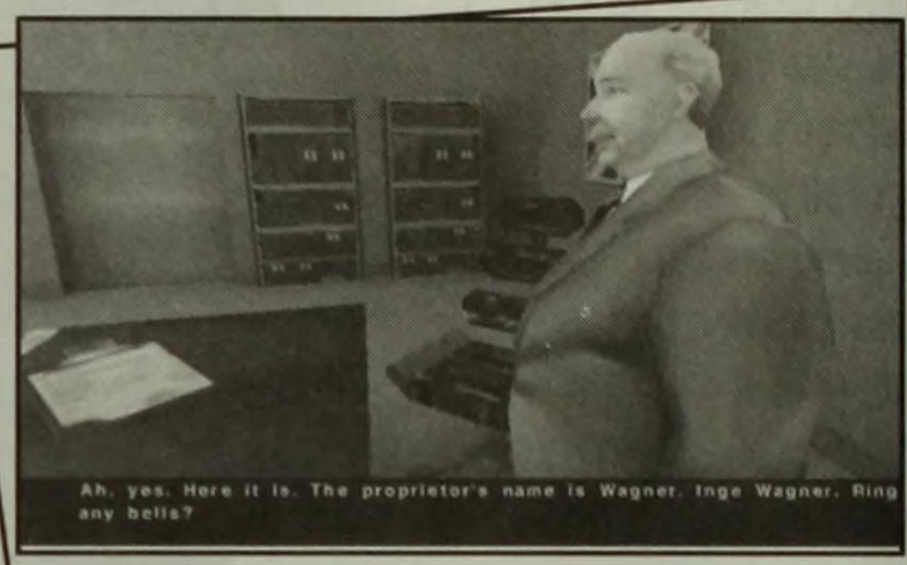


Fig. 9-1. Jones asks Cate about the proprietor of Das Einsame Valkyrie.

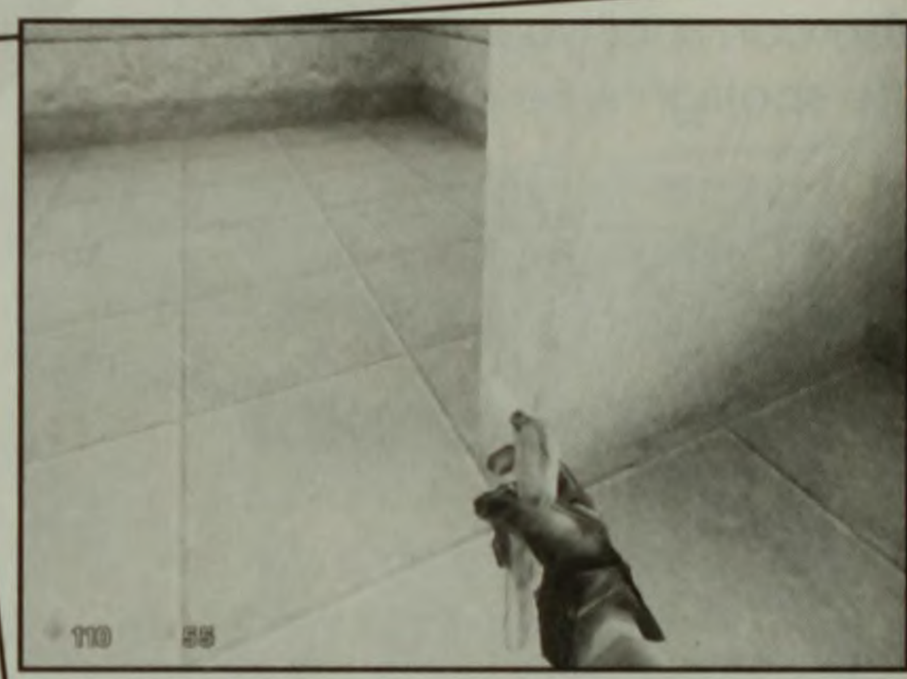


Fig. 9-2. Cate's new lighter could be handy in tough situations.

Scene 1

Start this scene on the Bremen docks. You've got to get aboard the cargo freighter and photograph the shipping manifest and captain's log without getting caught. If you can avoid arousing the guards, so much the better.

As the mission starts, you'll hear a couple of guards talking. Go to the gate, kill the guard, and use the lockpick Barrette on the lock. Hop inside and go right. Wait behind the crates until the guards are done talking. One will walk off. Kill the other silently and get his gun.

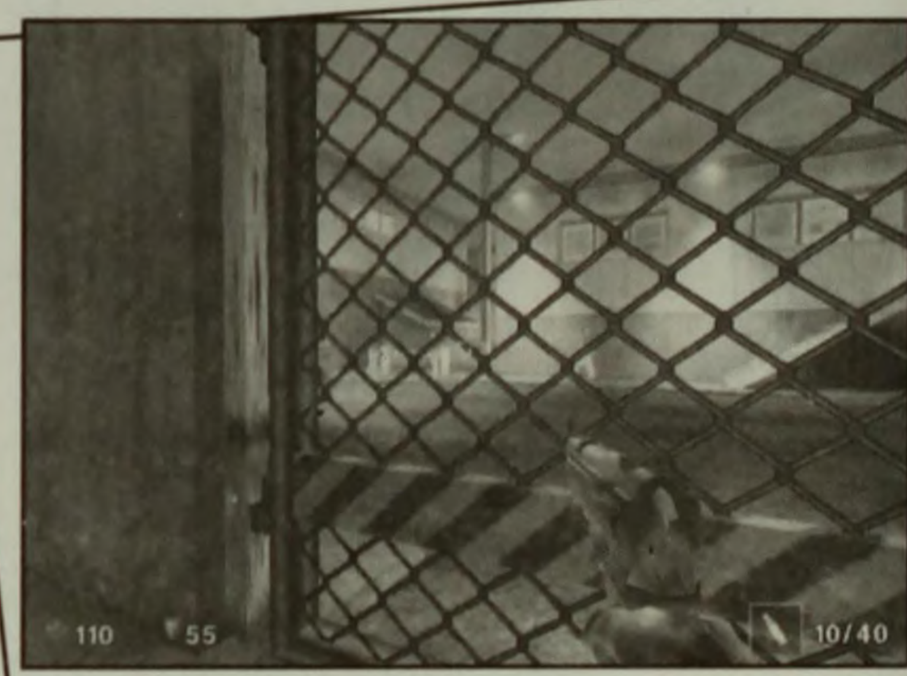


Fig. 9-3. Cate checks out the docks before breaking in.

If you wish, you can take the staircase up to the offices. A few items inside are worth getting, but the guard and the camera at the end of the long hallway make movement difficult. Also, any noise made killing this guard will attract attention, so use the Hampton Carbine if you decide to take him out.

TIP

Be very mindful of the cameras. If you are spotted, you are dead meat.

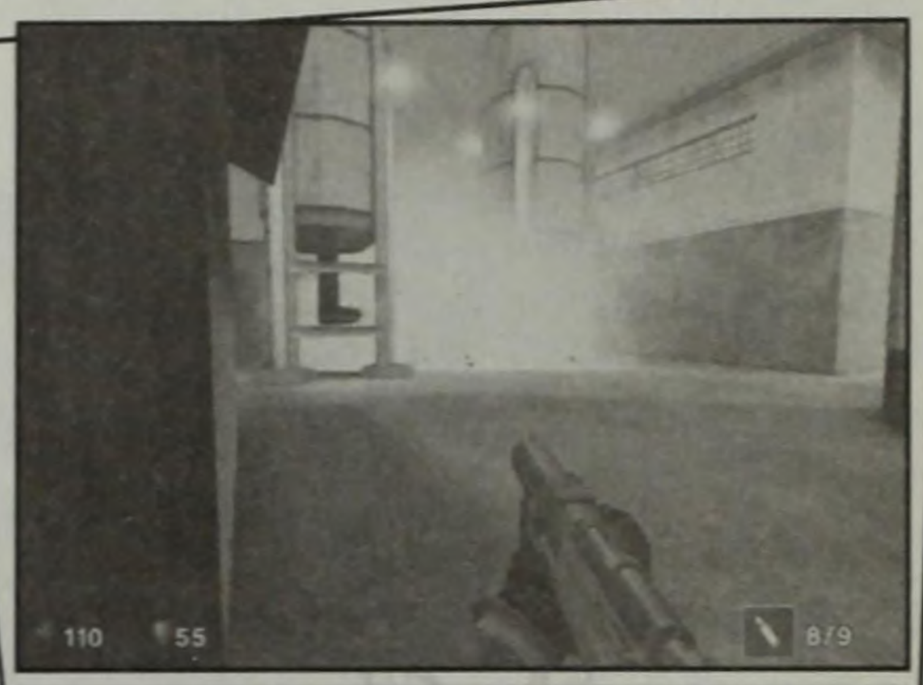


Fig. 9-4. The valve explodes, shutting off power on the docks.

Once outside again (or still outside if you didn't investigate the offices), follow the road past another guard to a set of large tanks with a valve between. Loosen the valve and back up—this action causes the valve to over-pressurize and explode.

When the valve blows, a guard or two will run to investigate. Take them both out with the carbine, then get their weapons. Follow the path to the warehouse, being very wary of the camera on the corner of the building. Go in slowly.

Go through the locker room area. Head through the doorway and turn left, taking out the next guard. Run forward to the next doorway.

There is a guard here caught in the steam jets from the pipes. Don't worry about shooting him; the jets will take care of him. An important lesson: The steam jets are very painful if you move through them. You need to get down this catwalk without being harmed by the jets. Move carefully.

Fig. 9-5. Cate enters the warehouse.

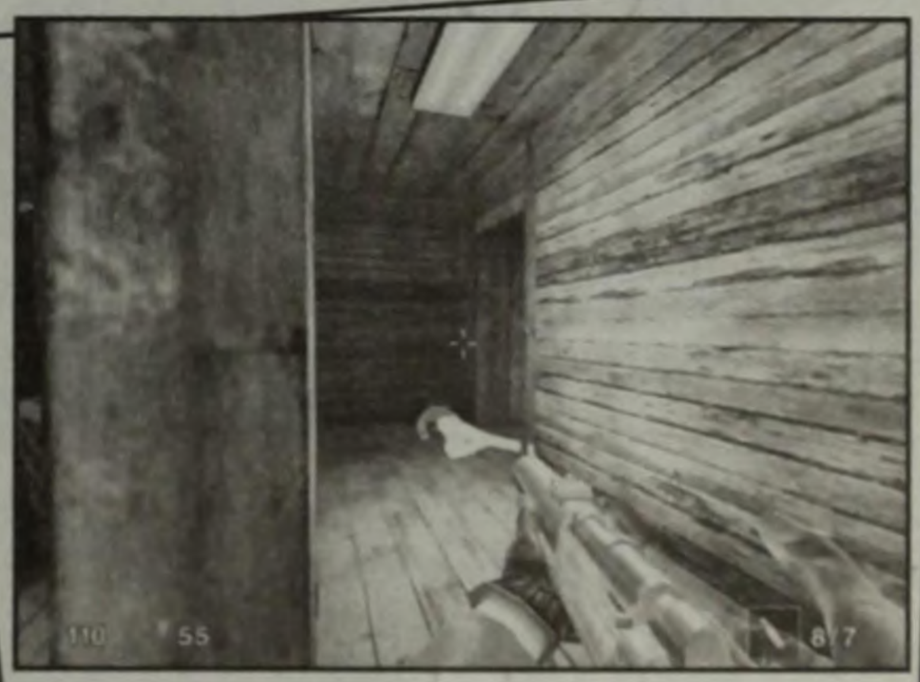


Fig. 9-6. Cate continues to eliminate the opposition.

Past the steam jets and the catwalk, you spot a ladder that is being electrified by a malfunctioning generator. You need to go up that ladder—but not in its current state. Go down the stairs to the area below.

Fig. 9-7. This guard dies a painful death in superheated steam.

Fig. 9-8. This ladder is too dangerous to touch.

Take the stairs down one level, cross the metal grating, and go down the next set of stairs. You hear two guards arguing about shutting off the steam. Kill them both, then throw the switch behind them to shut off the power. There is an intelligence item by the electrical switch. Go back up the stairs to the ladder. It's safe to use now.

Follow the catwalk to the hatch. Open it and climb down the ladder on the other side. There's a valve here that needs to be turned. Do this, then climb the ladder back to the catwalk and down the once-electrified ladder. Go down one set of stairs to the metal grating you crossed earlier.

Fig. 9-9. Cate finds a way to shut off the power that is electrifying the ladder.

Fig. 9-10. Cate can now shut off the dangerous steam jets.

Go through the door on this level, and run carefully past the steam jet. There's a valve wheel lying on the ground here. If you listened carefully to the guards' conversation earlier, you know that this is what you need to shut off the steam. Grab it and head back to the stairs.

On the metal grating, you see a valve stem with no wheel. Use the valve wheel you just picked up and turn it. This shuts off the steam jets, clearing the way through the rest of this level.

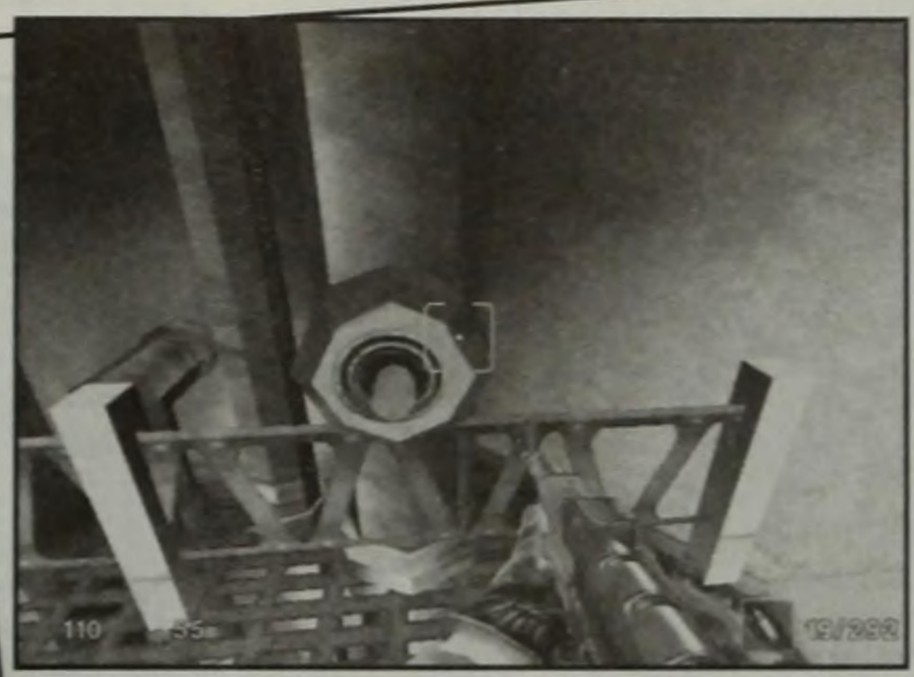


Fig. 9-11. With the steam off, Cate has a clear path to Goodman.

Fig. 9-12. Cate completes the first part of this mission.

Go down the stairs to where you shut off the power, and through the doors. Follow this hallway up the stairs and to the next set of doors. Goodman waits for you outside.

Scene 2

Goodman tells you that you are late. He didn't realize that his contact was killed and that you'd been left on your own. Your tardiness has caused problems, though. Goodman set explosives in the warehouses to create a diversion. When you didn't show up on time, he turned off the timers. Now you have to go back, set the timers on four explosives, then return to meet Goodman.

Fig. 9-13. Goodman explains his diversion plans to Cate.

Fig. 9-14. Cate must kill this guard before he triggers the alarm.

Move forward and take out the sentry in front of the door, then open the door and go in. You must get through without alerting anyone, which means avoiding the camera. Be vigilant as soon as you walk inside.

Fortunately, this building is small. Open the door on the far side, past the camera, and go back outside. Make your way around to the left and check out the loading dock area.

From this point forward, you will be dogged by enemy guards. Arm yourself with the AK-47 and head in. Move through the warehouse and investigate any groups of fuel barrels you find. Goodman put the bombs only on fuel barrels.

Fig. 9-15. Cate finds the first bomb and sets its detonation timer.

Fig. 9-16. A few more guards go down, clearing the way to the second bomb.

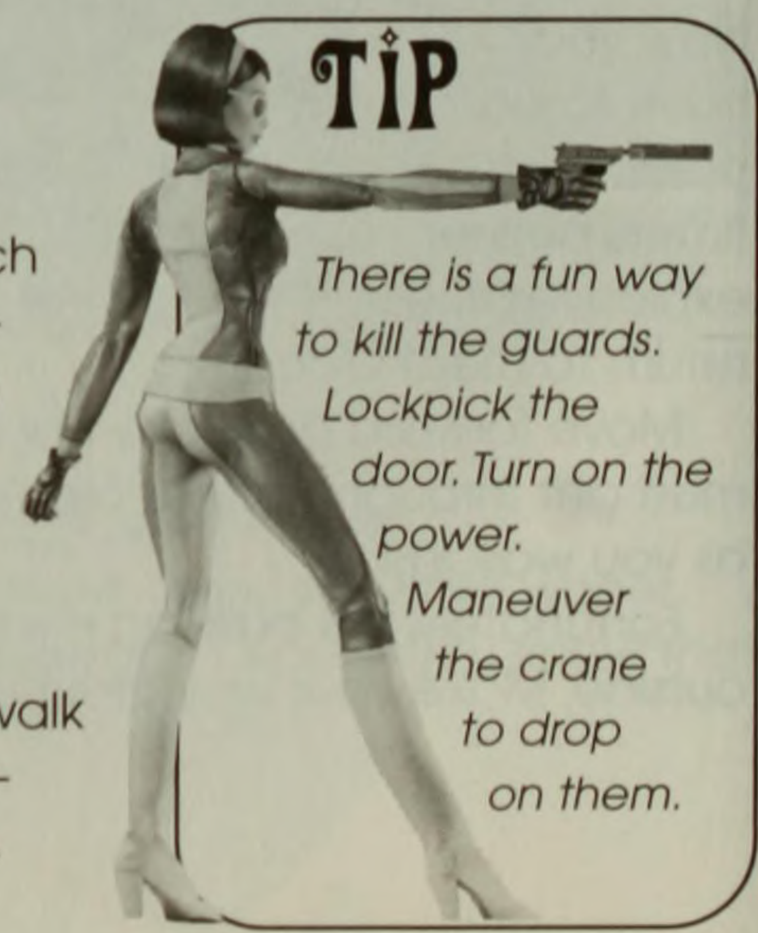
Two guards wait just inside the door here. Kill them both and activate the bomb. Head down onto the main floor of the warehouse.

Fig. 9-17. The guards in the locker room can't stand up to a serious assault.

Fig. 9-18. New guards have appeared to prevent Cate from escaping.

Move through the warehouse until you spot the large double doors. Go through. A path to your right leads through the locker room, another path goes down a ramp. Go down the ramp, moving cautiously when you reach the next large warehouse area. Kill off the guards on the distant platform, as well as anyone else who appears, and set the bomb. Return to the corridor and investigate the locker room area next.

There are a couple of guards here, but they shouldn't put up much fight. Head up the metal stairs to the offices and continue down the corridor to the metal catwalk. Go to the "Out of Service" room, shoot off the lock, go inside, and grab the armor. Take the catwalk back outside. Move to your right along the floating walkway. Walk to the other side and activate the final bomb.



TIP

There is a fun way to kill the guards. Lockpick the door. Turn on the power. Maneuver the crane to drop on them.

TIP

You can save yourself a lot of running by jumping over the low catwalk's railing to where you triggered the third bomb.

Now retrace your steps to where you started this scene. Unfortunately, new enemies are in place to stop you. Move carefully and take them out with bursts from your AK-47. Don't worry about the cameras at this point, just head for your starting position.

Once back in your starting location, move into the darkened doorway.

Scene 3

You meet with Goodman again, and the explosions go off as planned. Unfortunately, a few guards still keep you away from the information you need. You persuade Goodman that your background as a thief makes you more suited for the job of sneaking aboard the ship.

When the scene starts, head up the stairs and through the door. A couple of guards are talking here. There's no way to kill both quickly without them setting off the alarm. Hang tight and listen. When they are done, follow the guard in front of you and knock him out as he opens the door. Head through and down the stairs to the outside.

Outside, run under the staircase and listen to the guards on the top of the catwalk. The guards above you have instructions to shoot you on sight, so you can't get through that way.

Fig. 9-19. Cate persuades Goodman that she is best suited for sneaking around.

Fig. 9-20. Cate waits while the guards talk about music.

Fig. 9-21. A quick blow to the back of the head takes this guard out of the picture.

Move into the crates and wait. You will be seen if you advance while they are talking.

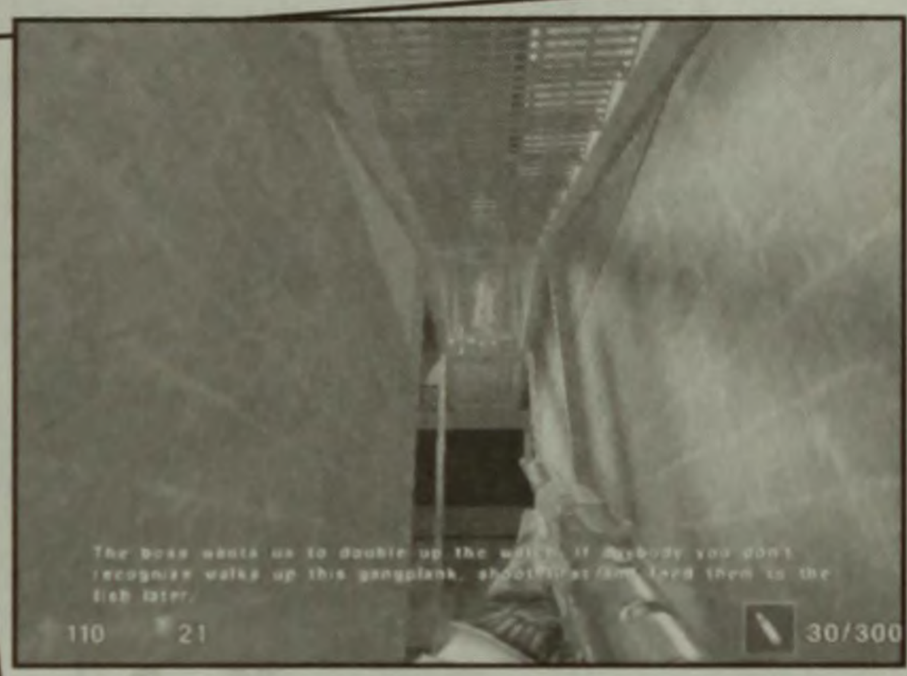


Fig. 9-22. The guards have instructions to shoot Cate and ask questions later.

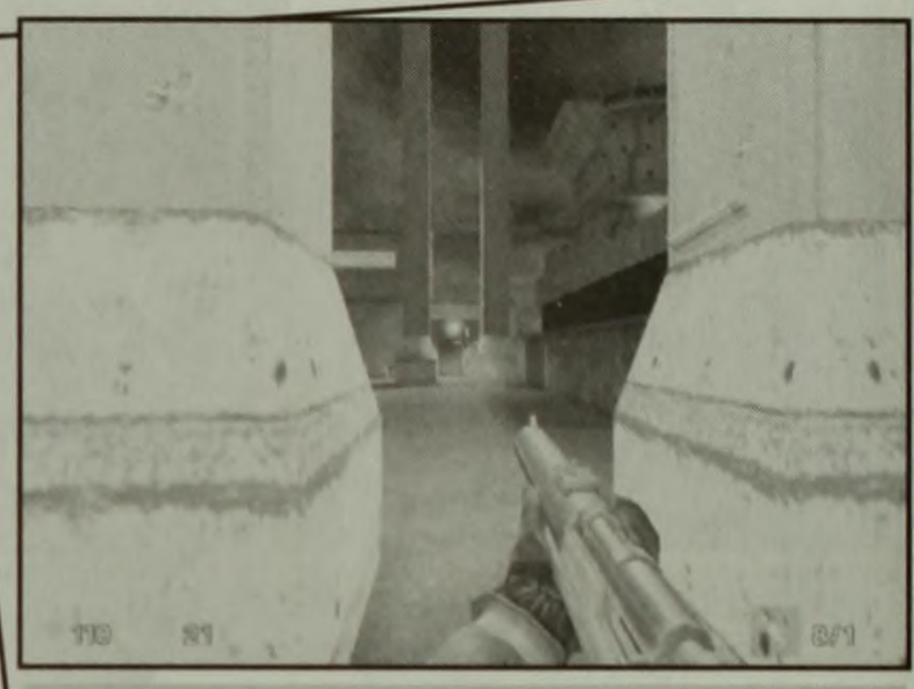


Fig. 9-23. Cate prepares to kill another guard silently.

Be very careful. Arm yourself with the Hampton Carbine and move cautiously, taking out guards one at a time when the others aren't looking. When everyone is dead, move around the crates to the staircase leading down and go through the door.

Go all the way through this short area to the door at the opposite end. Be wary of the guard here. Open this door and return outside. Take out another guard here with ease.

Pick the lock on the gate to the right and climb up the ladder to the top of the catwalk. Now wait for the next train. It stops beneath the catwalk, and a crane moves out from the building and picks up one of the boxcars. Before the boxcar leaves, jump onto it.

Fig. 9-24. Cate waits for the crane to show up and take her to the ship.

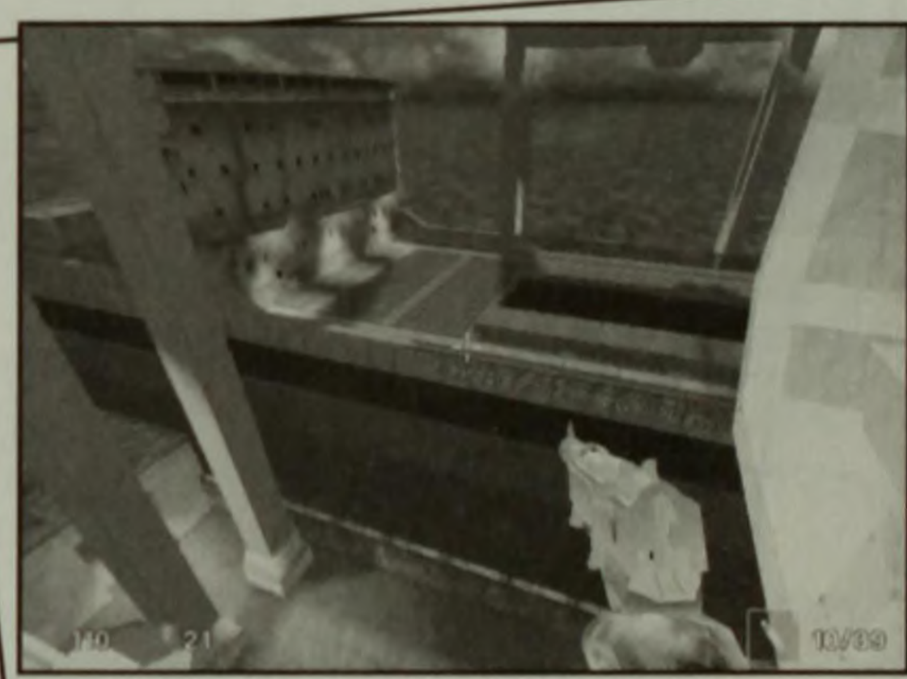


Fig. 9-25. There's the ship, and Cate is still unnoticed by the thugs.

The crane carries the boxcar to the ship, taking you with it. You are now in position to find the information you need.

Scene 4

To complete this part of the mission, you need to photograph four barrels of chemicals to prove that H.A.R.M. is looking to replicate Dr. Schenker's research. Then you will need to get off the ship.

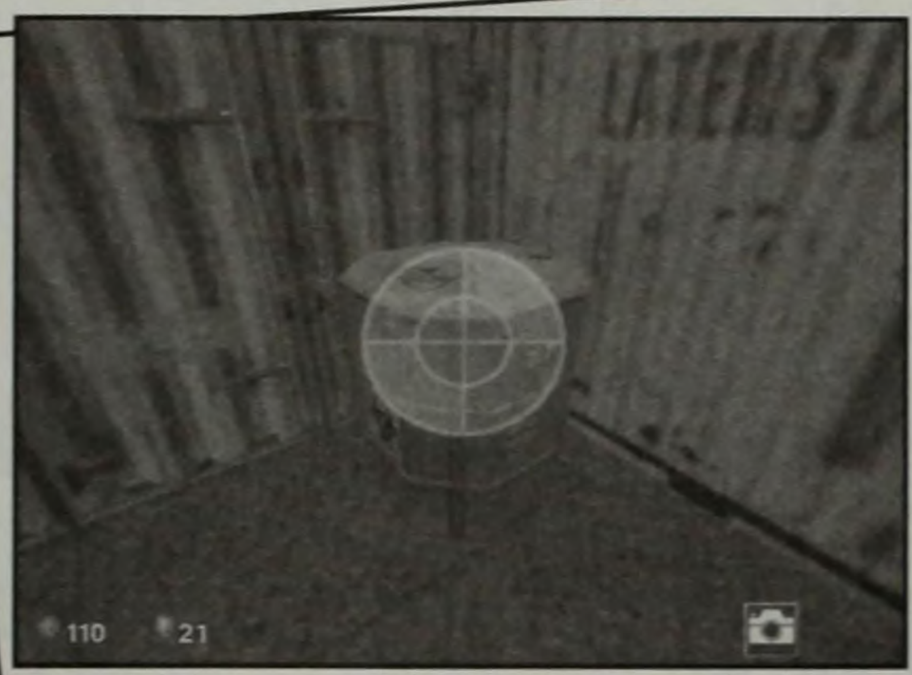


Fig. 9-26. Cate's first task: finding the evidence against H.A.R.M.

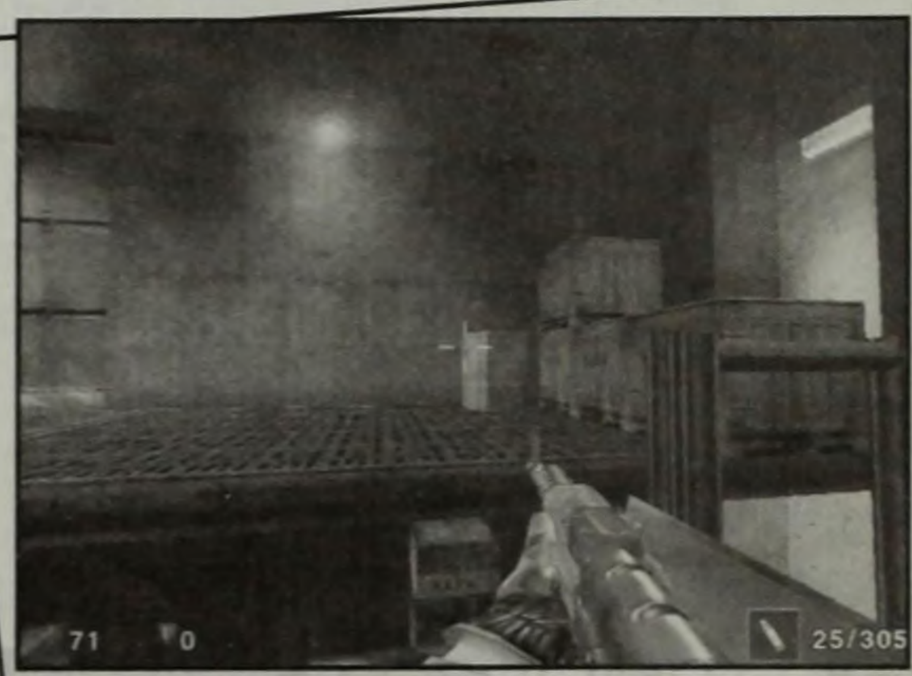


Fig. 9-27. Cate finds the final barrel.

The four barrels are placed randomly in the first several rooms of the ship's cargo hold. Investigate carefully, picking off the sailors as you spot them. Be as quiet as possible. Each of the barrels you are looking for is a different color: blue, yellow, red, and green. Investigate all areas thoroughly, especially the catwalk area of the second large cargo hold area you find. Operate the controls on the lift to reach the top level—the likely resting place of the final barrel.

After you have collected your four photographs, see about a way out. Get back down to the floor and check out the second large cargo hold. You find an open grating in one corner. Jump in and start following the passageway. Go past the first two turns to the right and take the third.

Lift up the grating at the end of the passageway and climb out, crouching. Drop to the pipes on the floor and, still crouching, crawl under them to the far side. Use the welder on the lock to get through this grating, and climb up the ladders. Open the door at the top and climb up the next ladder.

Fig. 9-28. This open grating in the second cargo hold is the start of Cate's way out.

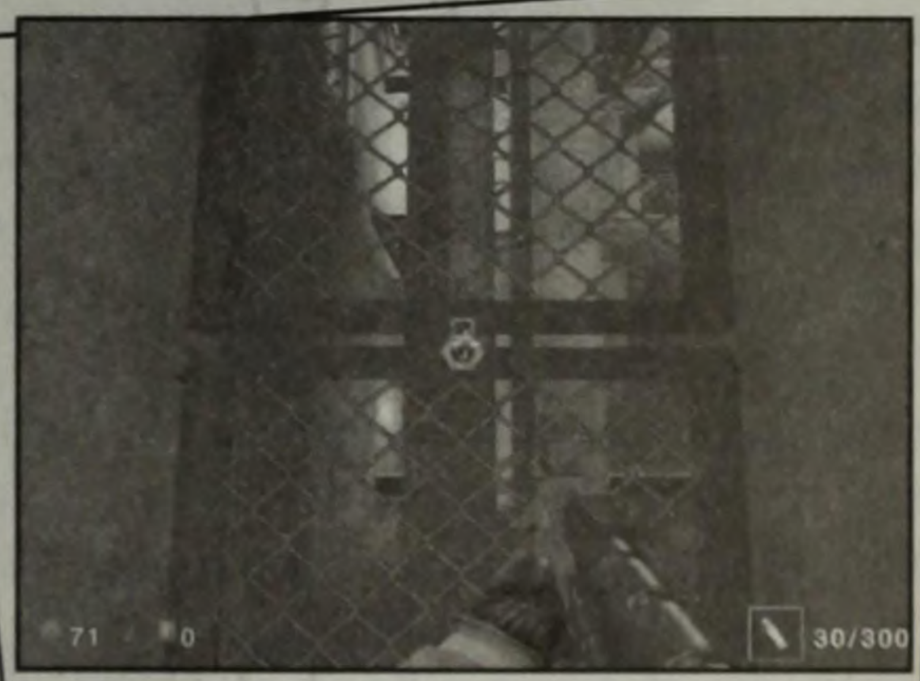


Fig. 9-29. Cate needs the welder to break through this lock.

Take a left at the top and go through the next two doors. After the second door, go right and up a ladder. Watch out for the guard outside this door. Follow a hallway and go up another ladder, opening the hatch at the top. Unfortunately, Armstrong is there waiting for you. Your adventure ends here, temporarily.

Fig. 9-30. Armstrong awaits Cate's arrival.

Scene 5

You are trapped on board. While Inge and Armstrong argue about killing you, an explosion rips through the ship. An order to abandon ship comes over the loudspeakers, leaving you in a predicament. You're unarmed and trapped, and the boat is going down.

Fig. 9-31. Armstrong and Inge argue over the relative merits of completing the mission versus escaping with their lives.

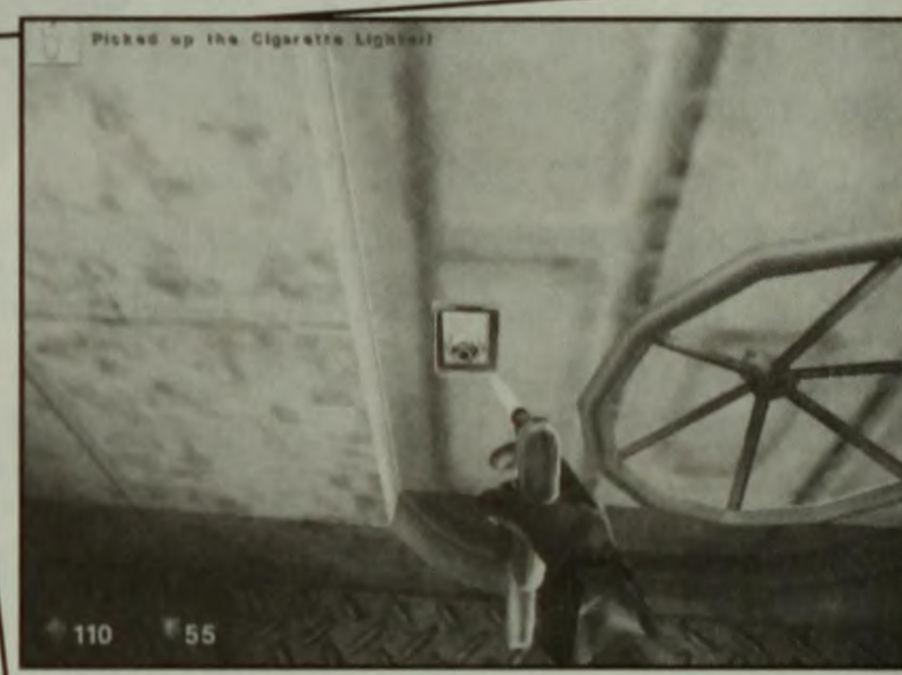


Fig. 9-32. Cate escapes from the cargo hold thanks to her handy welder.

As soon as you can, grab your lighter from the floor and switch to the welder attachment. Burn through the lock and open the door to get into the main part of the ship. Go right down the hallway to the first door on the right. Open it and go in.

Go through this room and out the door on the far side. Go through the room to the right of the broken steam valves. Follow the hallway to a spot where the floor grating is missing. Jump in and swim down, following the tunnels. You should now have 50+ in health before getting in the water. Keep a lookout to the right for a door that you must open and swim through.

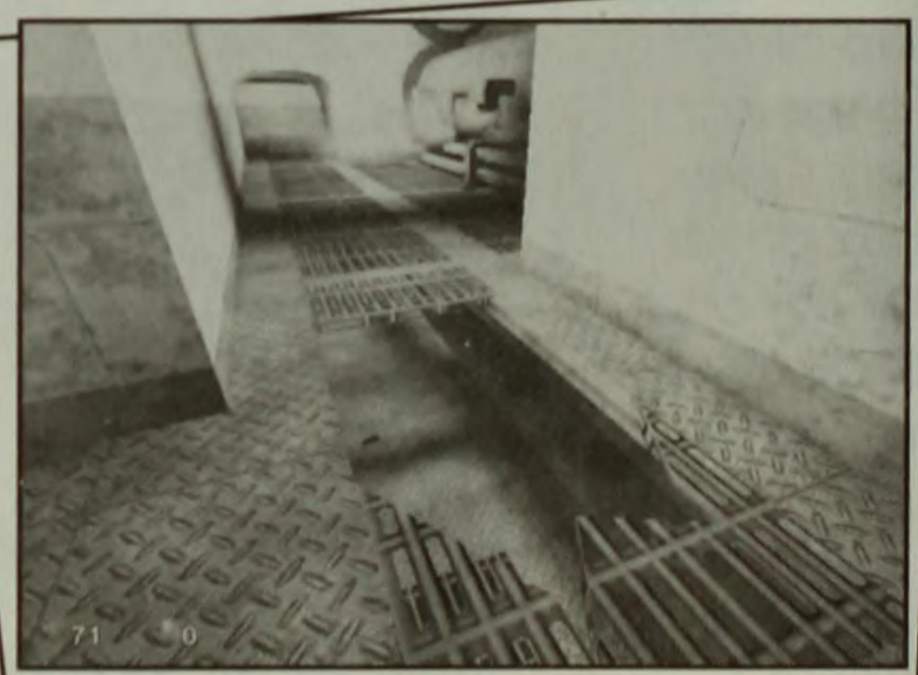


Fig. 9-33. Cate prepares for a long swim.

Once through the door, you'll likely be gasping for air. Break the surface as soon as you can and catch your breath. Climb out of the water and get the items from the table. Collect a pistol, a UNITY case, and an intelligence item. Swim back the way you came, to the broken floor grate. Climb up to the hallway.

Fig. 9-34. Cate arms herself for battle.

Fig. 9-35. Cate shuts off the power, making the metal items in this area safe to walk on.

Head back toward the door you used to find this broken grate, and then go through the door at the end of the hallway.

Follow the next hallway to the catwalk. Climb the ladder at the far end and shut off the power.

With the power off, jump to the girder on your right as you turn away from the power switch. Climb to the bridge and jump on. Go to the door, open it, and walk through.

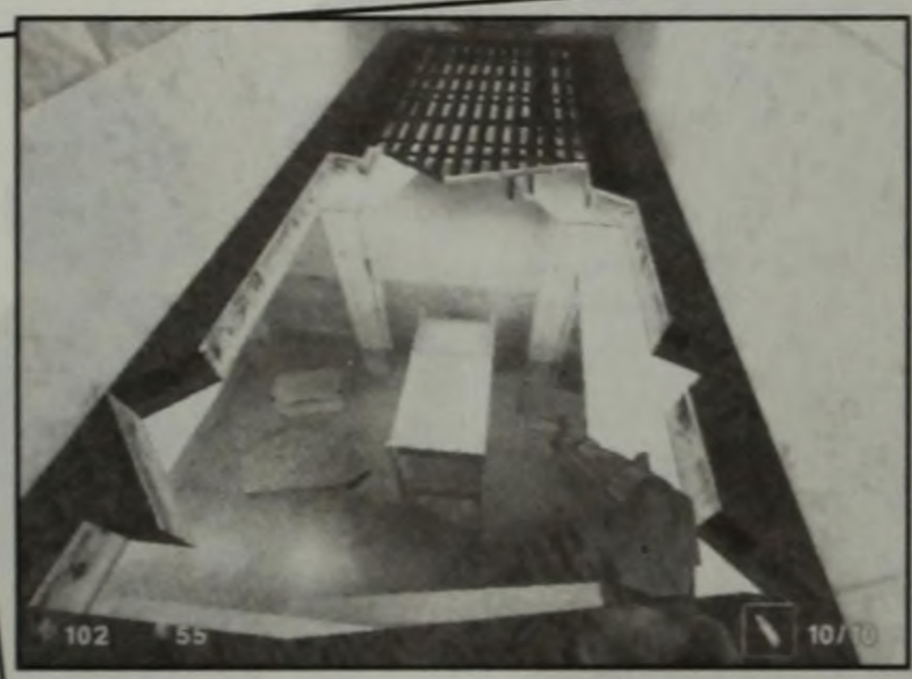


Fig. 9-36. To go forward, Cate makes another short drop.

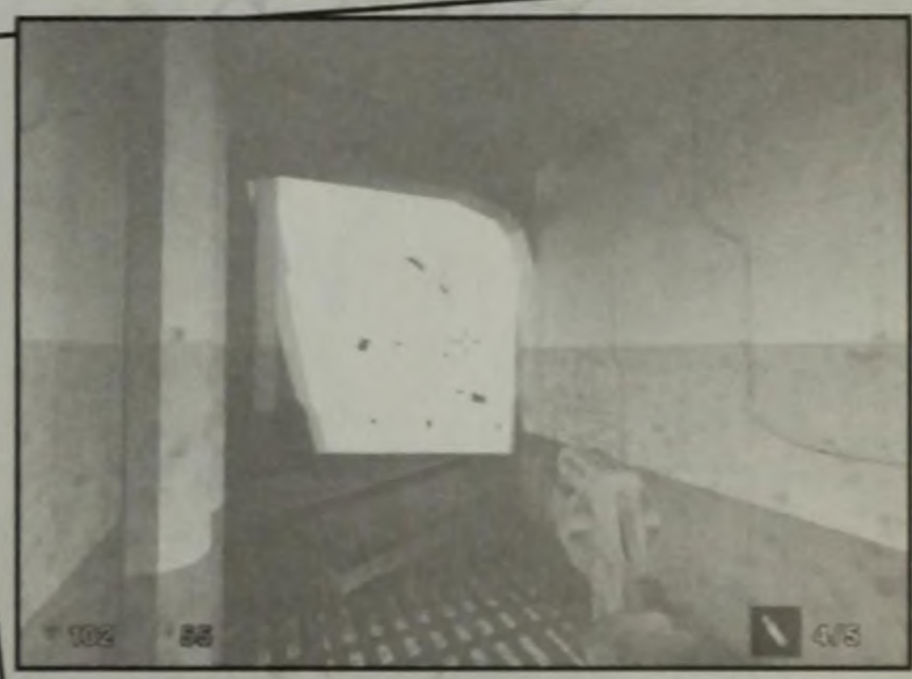


Fig. 9-37. Cate's only way up is to flood the compartment.

Head to the right through this hallway until you come to an area where the catwalk is broken. Drop through a hole in the catwalk to the bunk area below. You find the silencer for the Parabellum here. Then find the door and exit.

There will be a sailor in the hallway. Drill him with a couple of bullets, then walk past the body to the end of the hall. There's a valve here that looks loose. Shoot it. The water level rises rapidly. Swim up with the water to the bridge above you and go through the door. Close it behind you to keep the bridge from flooding.

Follow the corridor to a room and walk through to an open door beyond. Turn left in this hallway and take it to the ship's control room.

Go through the control room to the hallway beyond and look in the first room to the right. This is the radio room. Use the radio, which plants a tracking device on it. The device will let you find this ship after it sinks. Planting the device ends the scene and the mission. You've got another dressing-down coming.

Fig. 9-38. After Cate plants a tracking device on the radio, she can leave the ship.

CHAPTER 10: MISSION 6—THE DIVE

The Briefing: H.A.R.M.'s Promise

As this scene opens, a group of English gentlemen discuss the important topic of quality cigars. One was recently injured by the umbrella of a large, bald man with an eye patch. Moments later, the posh club explodes! Volkov and H.A.R.M. have obviously been hard at work replicating Dr. Schenker's research.

Before this mission starts, you have a little training to do. Check out the SCUBA equipment as well as the Morris Model 14 spear gun. When you are done with your target practice, return to where you got the SCUBA gear.

Your next item is the belt buckle zipcord. Use it with the hook on the platform over the water, and you'll be pulled up to the platform. After you land, the training ends.

Fig. 10-1. Little does this gentleman know that a poke with an umbrella was his death warrant.

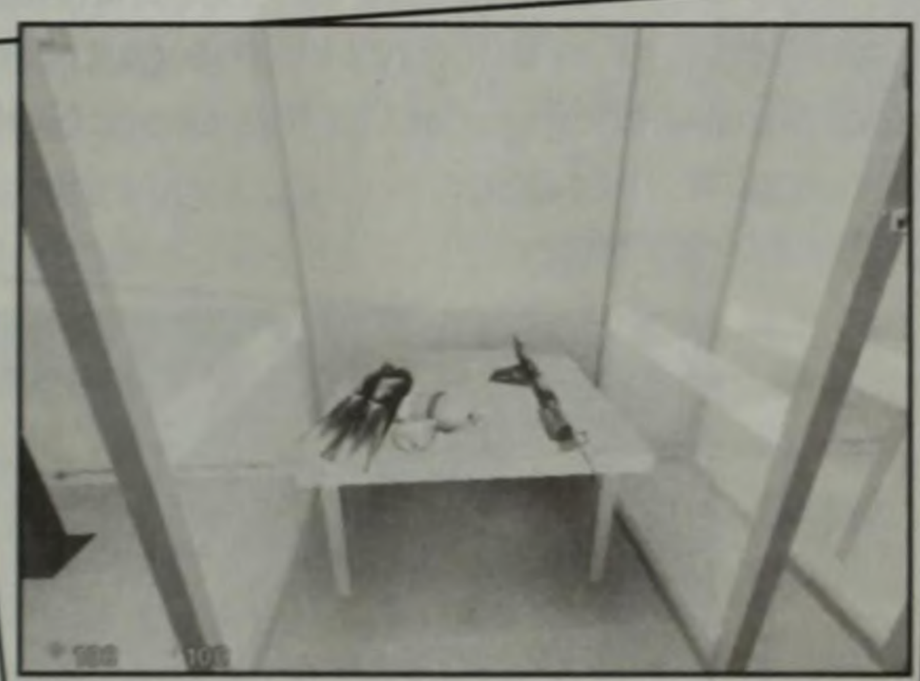


Fig. 10-2. Cate gets her first taste of SCUBA diving.

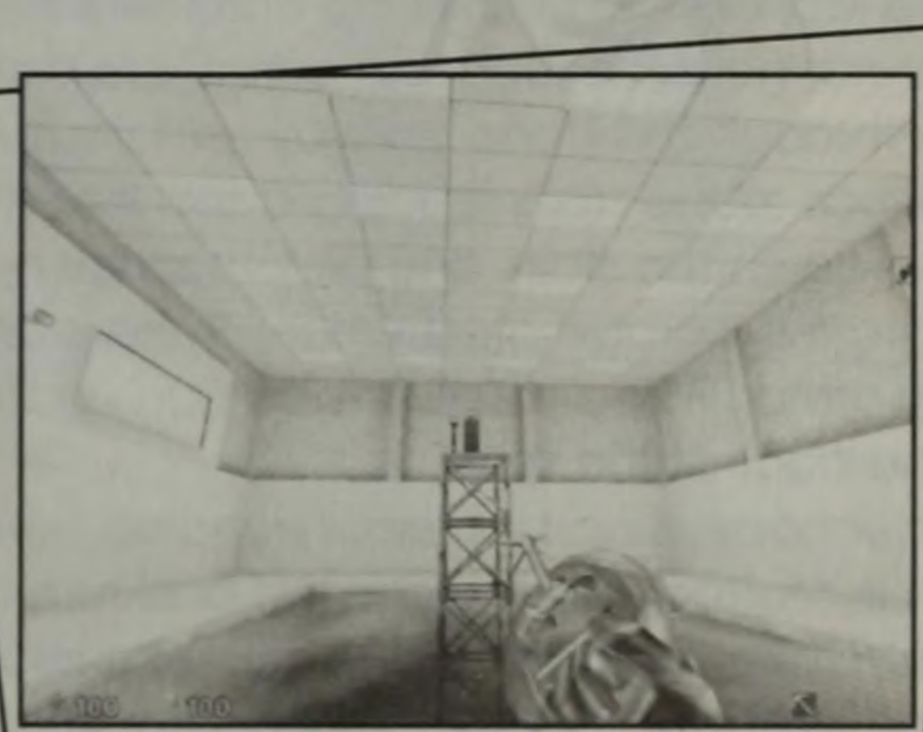


Fig. 10-3. The zip cord is a combination grappling hook/winch.

Scene 1

Once back in your room, you meet up with Goodman and discover it was he who blew up the ship. He expected you to be off the ship by the time it went up in flames. Now you've got to go back to the ship and recover the captain's log and the shipping manifest. However, you were followed to your room. To get to the ship, you have to get out of the hotel.

Fig. 10-4. Goodman and Cate make plans to dive for the important objects.

Fig. 10-5. The area outside of Cate's hotel room is crowded with enemies.

Arm yourself with your pistol and open the door. Face left and slide out carefully. There is an enemy in this hallway who is walking away from you. When he gets near the end of the hall, drop him with a head shot, then move forward. Look down the hall to the left and kill the guards here—both are looking away. Take the corridor to the right and kill the final guard in this area. Get the body armor near the luggage cart if you need it, then head to the door.

Walk through this stone hallway until you find two enemies. Kill them, then retreat to the stairs leading down into the courtyard. Go down the stairs and pick the lock on the door. Move into this storage area, where there is another suit of body armor. When you are ready, go up the stairs and open the door at the top.

The door opens up to a small vending area. Move through it into the hallway beyond and turn right (going left would take you back to the stone hallway). Wait for the goon to come around the corner and nail him. Walk to the corner and turn left. Look up and kill the thug on the balcony across from you. Turn around and back up, looking for the guard on the balcony directly above you. Kill him as well.

Fig. 10-6. Cate moves to the courtyard next for a sneaky way into the interior of the hotel.

Turn around again and take the short hallway to the left. Open the door and plug the guard inside, then get the item off the mantle. Return to the hallway and go left past the maid cart.

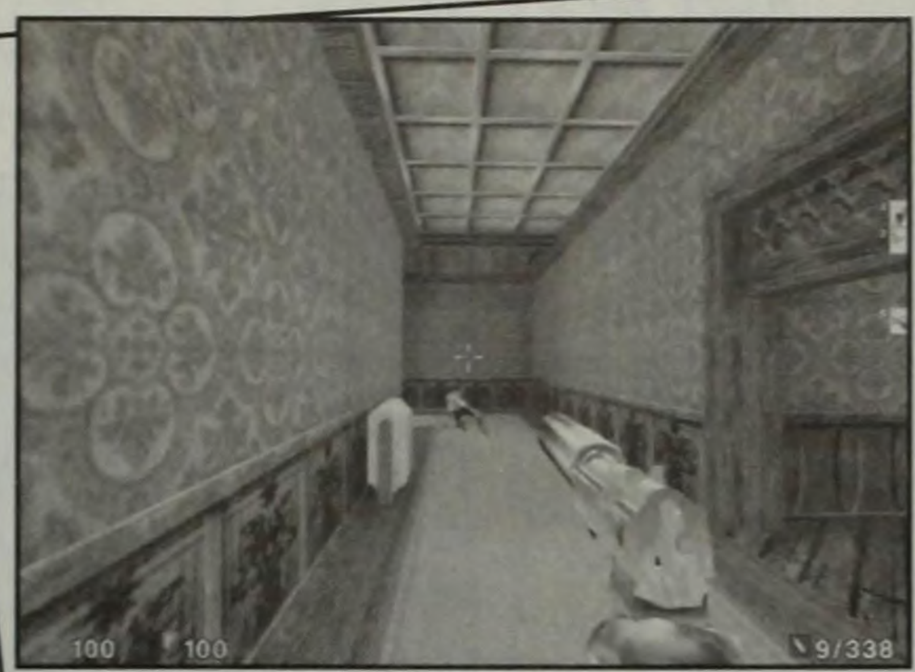
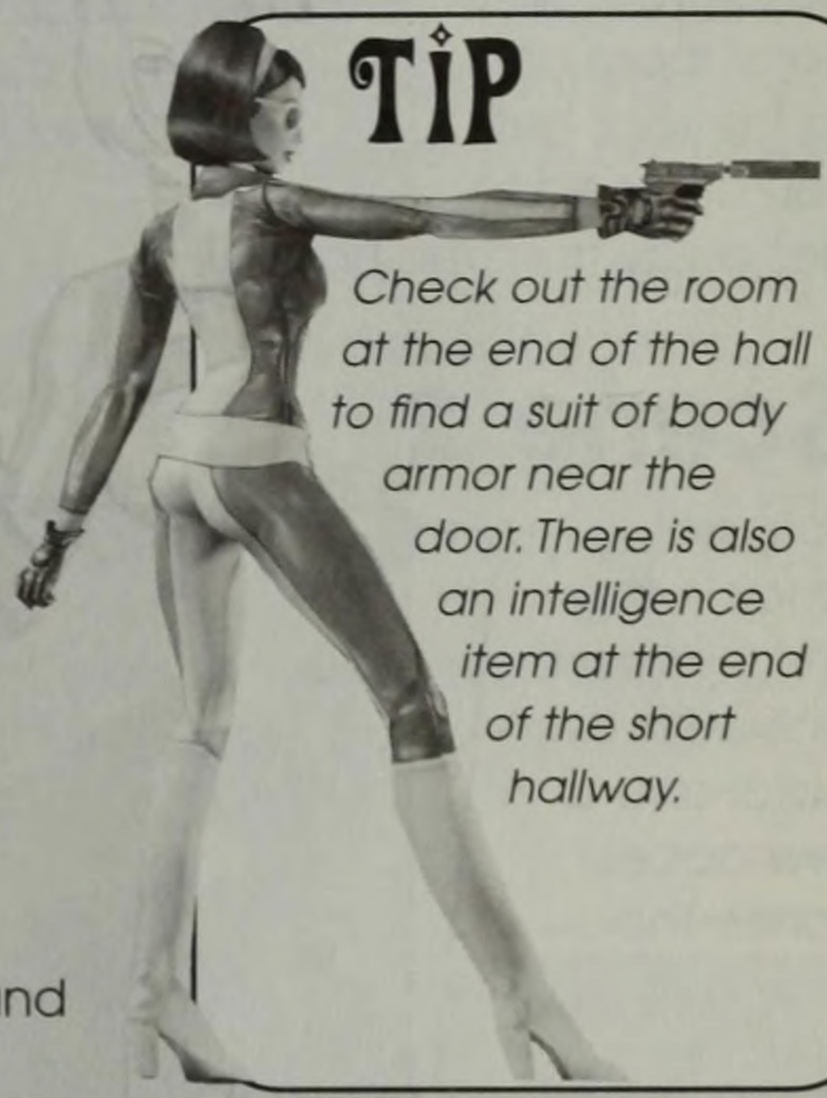


Fig. 10-7. An unsuspecting guard meets a quick end.

Fig. 10-8. Cate slays another guard before he knows he is in danger.

Keep going down to the next corner. There is a pair of guards talking here—they've shut down the elevators. Round the corner and kill them both quickly. As soon as you fire, two enemies enter from a room behind you, so eliminate these two as quickly as you can. Run past their bodies and into the short hallway to the left. Turn around and fight back the two guards who are running at you from behind. Kill them as they come around the corner.

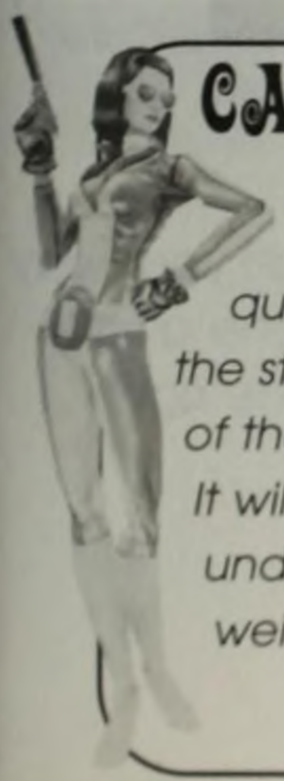
Fig. 10-9. This guard comes from a hotel room Cate has passed.



TIP

Check out the room at the end of the hall to find a suit of body armor near the door. There is also an intelligence item at the end of the short hallway.

Go back to the room with the maid's cart outside of it. This is the room the two additional enemies came from, and the door is open now. Go to the left windows and open them. Climb out onto the balcony carefully, because a misstep will kill you. Plug the enemy in the high window straight across from you and follow the balcony all the way around the rounded area to the far corner. There's an enemy in the attic window across the courtyard from you. Take aim and drop him.



CAUTION

Move quickly on the stone part of the balcony. It will crumble under your weight.

Use the belt buckle zipcord and attach it to the hook. You are pulled up to this attic room, and the scene ends. You've made it out of your hotel room and to the roof, but you still need to get away from the hotel.

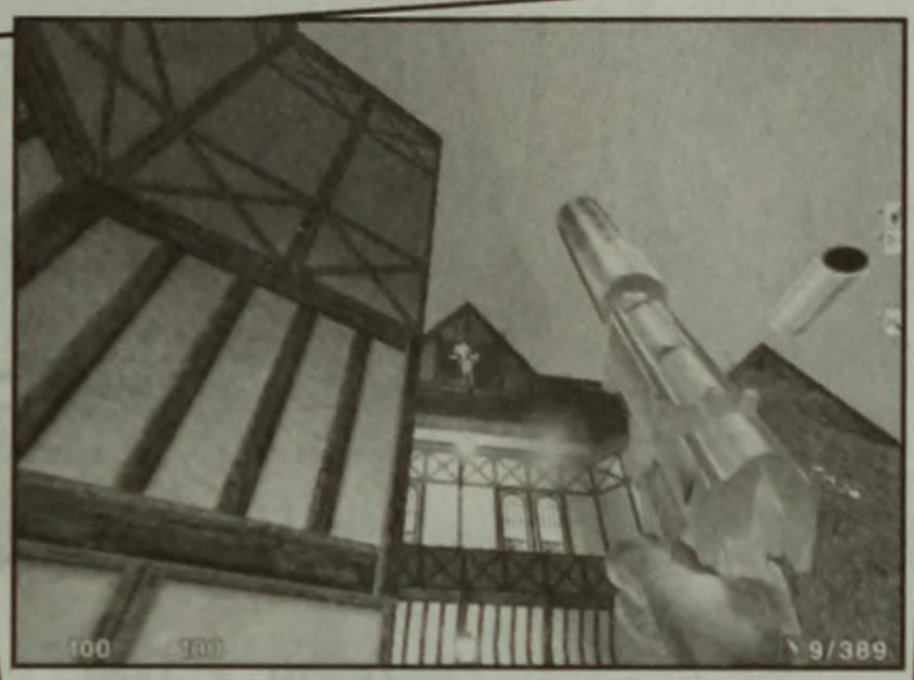


Fig. 10-10. Cate kills off the last enemy in this scene.

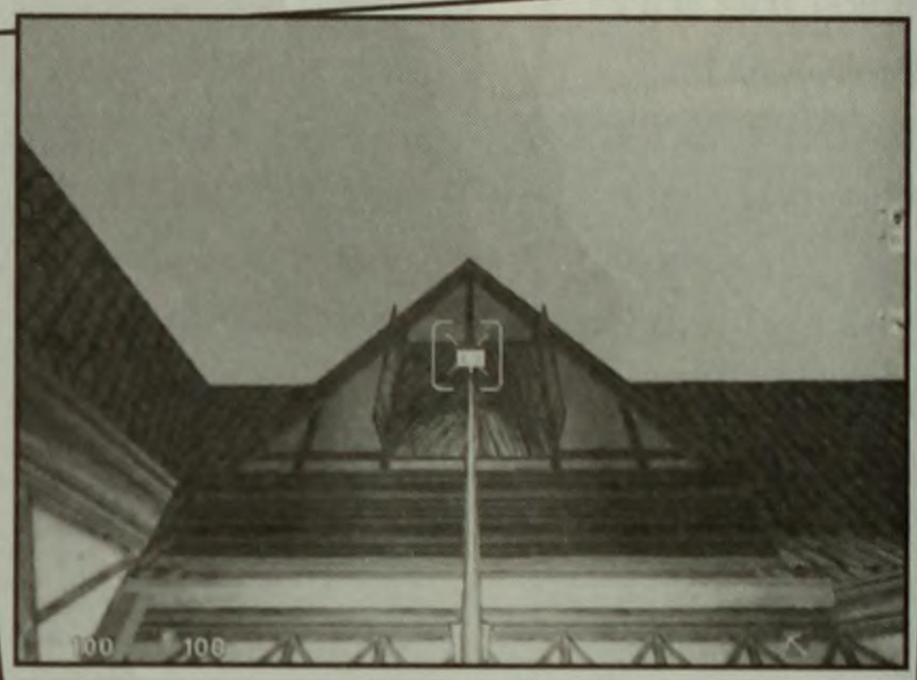


Fig. 10-11. Cate's zipcord comes in extremely handy at the end of this scene.

Scene 2

You are stuck in the attic, armed only with your pistol and a few accessories. The way out is tricky.

Rearm the pistol and walk to the other end of the attic. Open the window, but don't crawl out. Crouch, and you can see the silhouette of an enemy on the roof above you. Shoot him, then inch your way out of the window, facing right. Two more enemies await—one on the distant roof and one a little closer, on the roof to your right. Kill them, get their weapons, and run to the window on the right. Open it and go through.

Fig. 10-12. Cate draws fire crawling through the window.

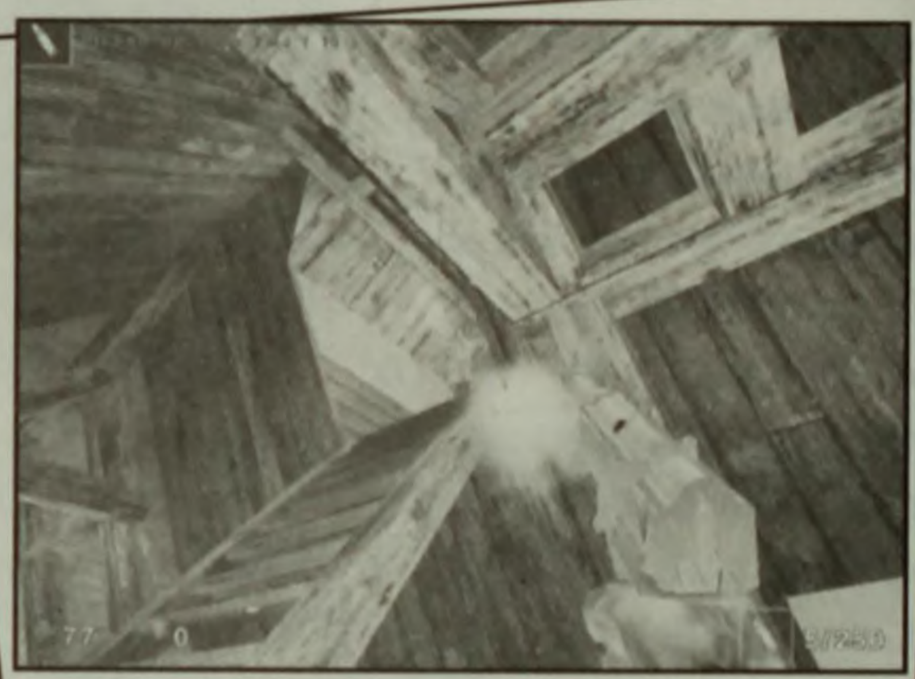
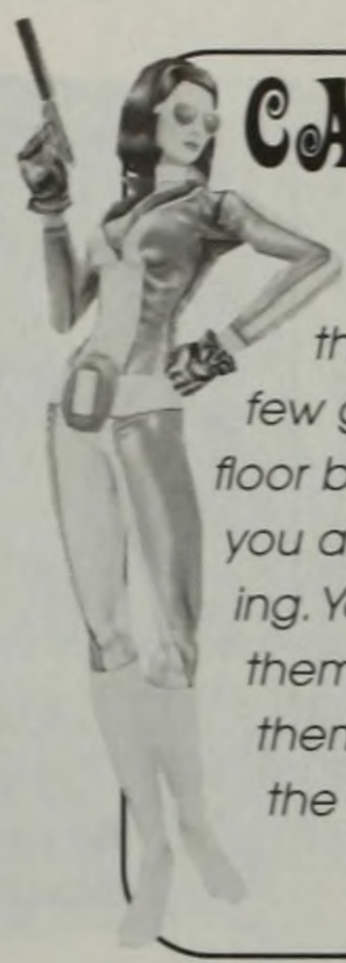


Fig. 10-13. This guard ambushes Cate as she goes for the stairs.

A thug walks in front of you; nail him. Move forward to the corner and take out the second guard. Walk to the staircase; a third guard waits for you at the top. Kill him, climb the stairs and open the vent on the back wall, which leads to air ducts. Go in and follow them to the end.



CAUTION

Be careful in the air ducts. A few guards on the floor below will spot you and start shooting. You can kill them by viewing them through the grating.

Fig. 10-14. It's almost as if they knew Cate would come to the roof.

Open the grating at the end of the ducts and look up to the right. Two enemies lurk on the roof. Kill them both before moving on. When they are dead, jump onto the gutter and across to the small structure below you. Drop to the ground and find the trellis on the far side.

Climb the trellis and jump to the gutter. Follow the gutter until you come to the area where the slope on the roof is much shallower. Crouch and run up this. You emerge from below the water tower. Collect the weapons from the two guards that were standing here.

Now find the window you crawled out of when you exited the ducts. It's the only open window in the area. Walk across the gutter above it to the first window and open it. Crawl inside to the attic.

There are two guards here who will spot you as soon as you go around the first corner. Kill both of them and get to the window on the far side of the attic. Open it, then crawl out onto the gutters. Go left to the next window and crawl in. You'll be inside the air ducts again.

Fig. 10-15. Cate needs to walk along the gutters to continue moving through the hotel.

Fig. 10-16. Cate has more duct work ahead.

Follow this duct until part of it collapses under you. You land in a large vat of beer. Jump out, go to the hallway and move all the way around to the double doors. They won't open, but you hear a few thugs on the other side.

Fig. 10-17. Cate samples the local brew in an unconventional way.

When you hear the men talking about you, pull back and look up. Four enemies appear on the balcony overlooking the double doors. Kill all four.

After all four are dead, an exceedingly drunk man opens the doors and lets you leave. Go through the doors and exit to the left. You've managed to get away from the hotel. Now you have to retrieve those items from the ship.

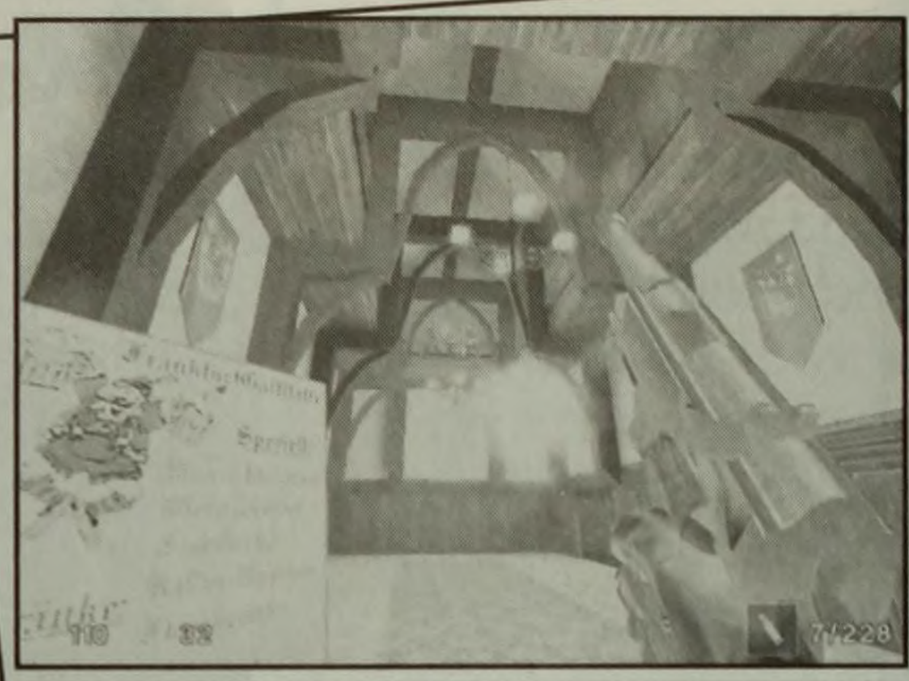


Fig. 10-18. The enemies have a significant height advantage in this skirmish.

Fig. 10-19. Cate gets an assist from an unexpected source.

Scene 3

You meet Goodman on the boat he has arranged and you prepare to dive for the shipping manifest and the captain's log. You argue with Goodman about whose responsibility the dive is. He claims it's yours because you left the manifest and log onboard, while you claim it's his because he's the one who scuttled the ship. Ultimately, it's your dive, though. It shouldn't be a tough dive, but unbeknownst to you Armstrong and Inge are sailing under the waves in a submarine. They spot you and send a group of divers after you, and the items you are looking for. This won't be easy after all.

Fig. 10-20. Goodman claims the dive is Cate's responsibility since she didn't complete the original assignment.

You start this scene facing the wreck. Swim in through the gaping hole in the side of the ship and up through the holes in the floor. Open the door at the top and swim into the hallway.

Fig. 10-21. Armstrong is not a fan of Inge's vocal talents. He can't be all bad.

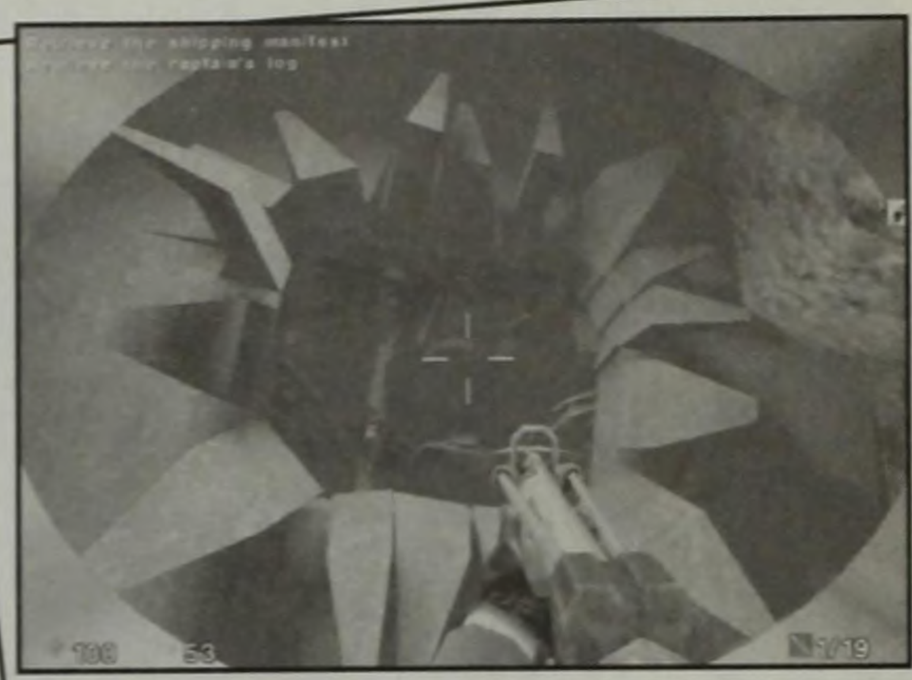


Fig. 10-22. One thing is certain: Goodman knows demolition.

Go right, then left in the hallway until you see a door on your right side. Open it and swim inside. You spot the shipping manifest on a table. Grab it, then shoot out one of the windows in front of you. Peer into the cargo hold, but don't swim into it yet.

The cargo hold appears safe, but it isn't. Several sharks swim around in it. Shoot them; it's a good idea to get rid of them from a position of safety. Fast and aggressive, they will not hesitate to eat you if you swim into their territory.

Fig. 10-23. The shipping manifest waits for Cate.

Fig. 10-24. Sharks add danger to the cargo hold.

Swim across the cargo hold to the open vent and go inside. Follow the ducts all the way around, avoiding any branching paths. Open the grate at the far end and swim into the storage room. Go through this room and into the next. Open the door and swim back into the hallway.

Fig. 10-25. Exit the cargo hold through this air vent.

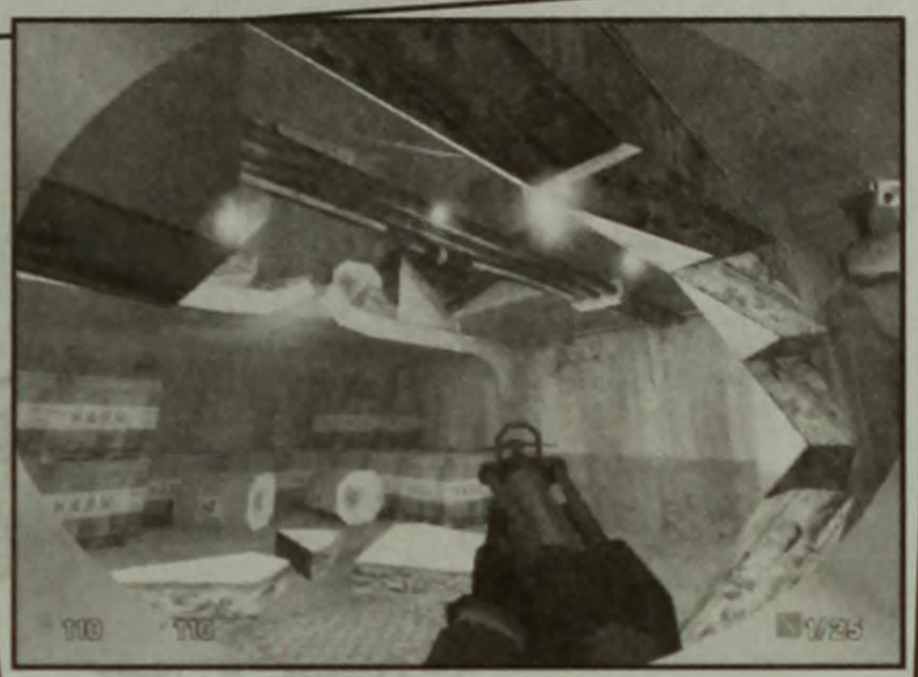


Fig. 10-26. Cate finds a shortcut to the ship's interior.

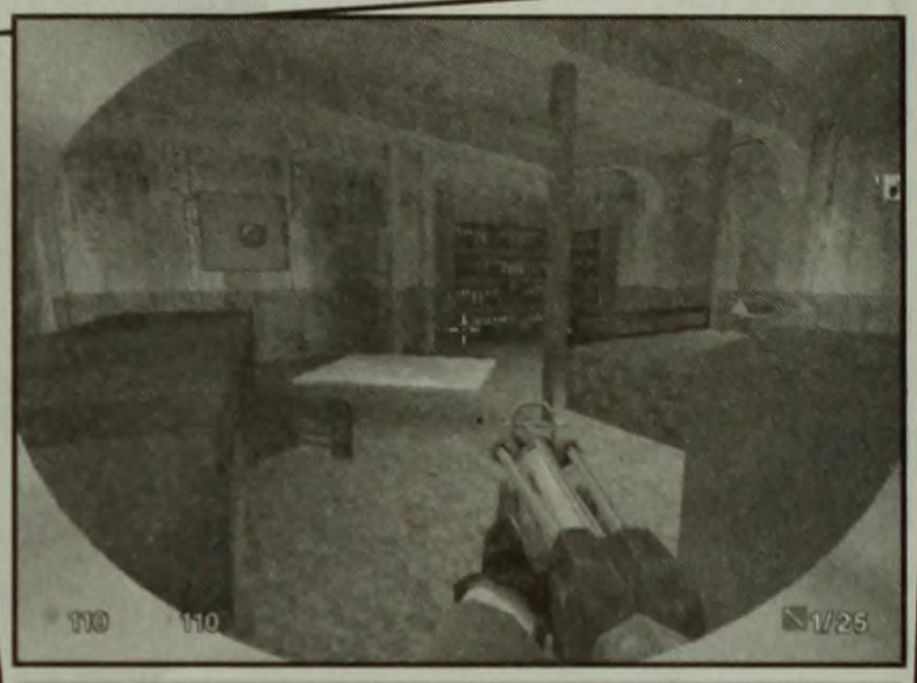


Fig. 10-27. Cate finds the captain's quarters. The log is floating above the captian's bed.

Go right in the hallway and follow it until you come to a section with a broken wall to your left. Swim in and up to the top through a hole in the ceiling. Swim over the railing, following the catwalk into the next room. Open the door.

Go left down the hallway, avoiding all of the side rooms. There is a T intersection at the end of the hall. Go right and enter the first door on your right. This is the captain's quarters. The captain's log is floating over his bed. Grab it; you've got what you came for. Get out of the ship.

Start retracing your steps to where you entered the ship at the start of the scene. Unfortunately, the H.A.R.M. divers have arrived.

Enemy spear guns do a ton of damage, so be quick on the draw. Move cautiously, always sidestepping around corners to avoid being hit from the side or behind.

Swim back to the cargo hold and through to where you picked up the manifest. Back in the hallway, you find another diver. Kill him, and part of the wall will collapse, cutting off your exit.

Swim down the hallway past the room where you found the manifest to the door at the far end. Swim down and left to the bottom of this room and out the door at the far end, taking out the guards along the way. Swim down the stairway here and turn right down the

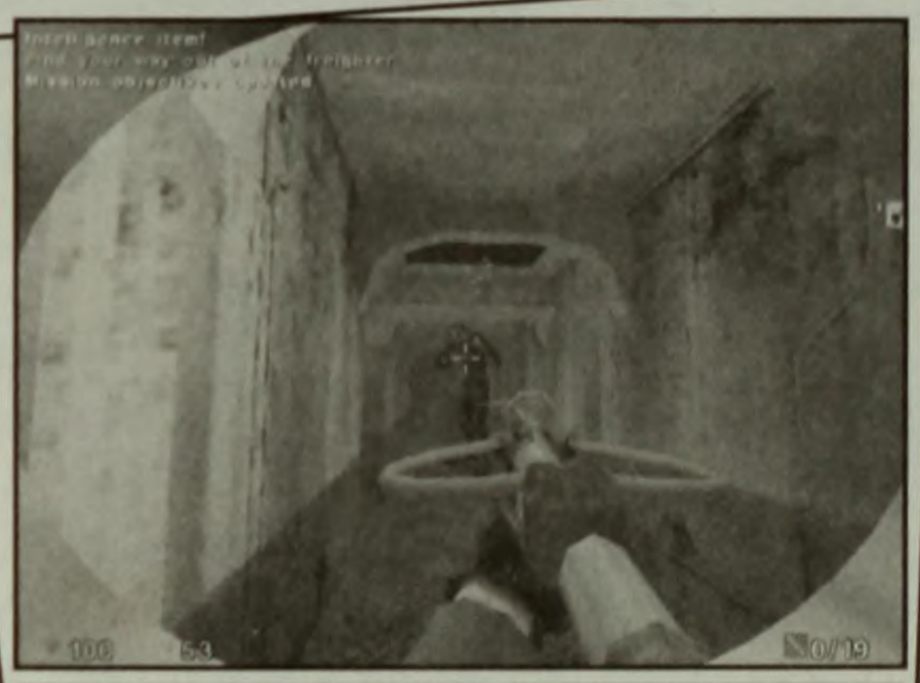


Fig. 10-28. Cate will have to fight her way out.

next hallway. Keep your eyes trained up. At a corner, you find a grating missing in the ceiling. Swim into the air ducts above you and follow them to the end. If you attempt to swim down the hallway, an explosion will kill you, so the ducts are the safest way to go.

The ducts deposit you in another hallway at a corner. Go through the open doorway and around a large pipe. On the far side, the damaged pipe gapes open. Swim in and up to the surface to complete the mission.

On board your boat, you tell Goodman that you were ambushed, but you retrieved the manifest and captain's log. It's time to return to UNITY to see if there have been any new developments.

Fig. 10-29. Most of the divers Cate encounters will be directly in her path.

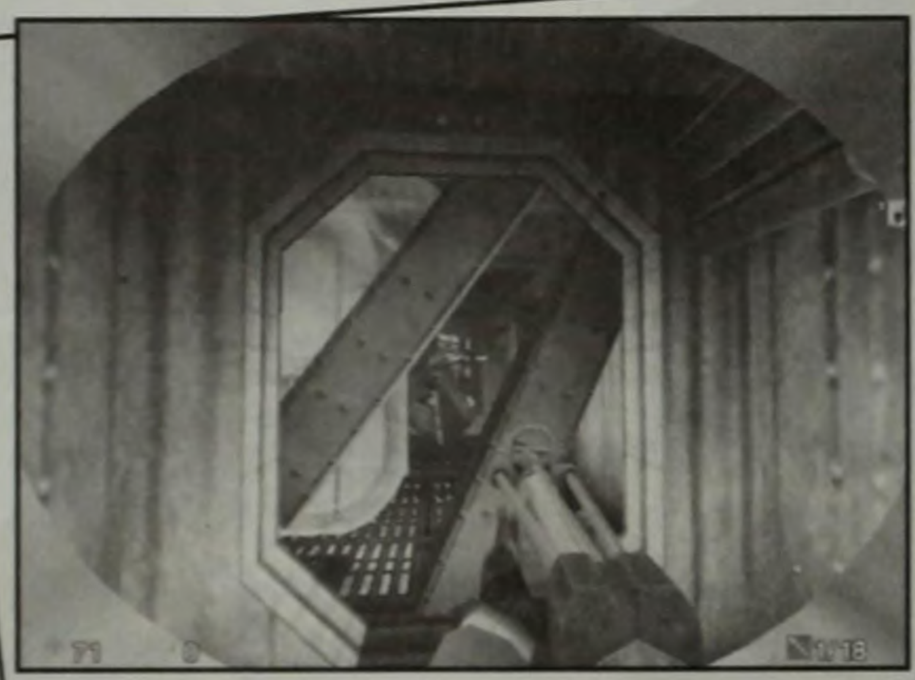


Fig. 10-30. The ship is shaken by another explosion; cutting off Cate's exit.

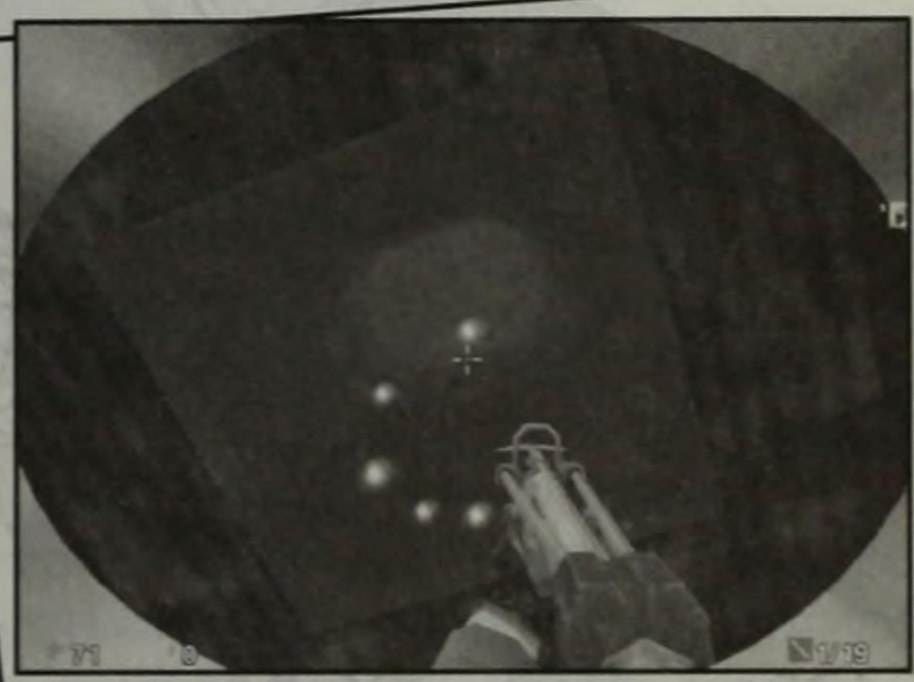


Fig. 10-31. More duct work for Cate.

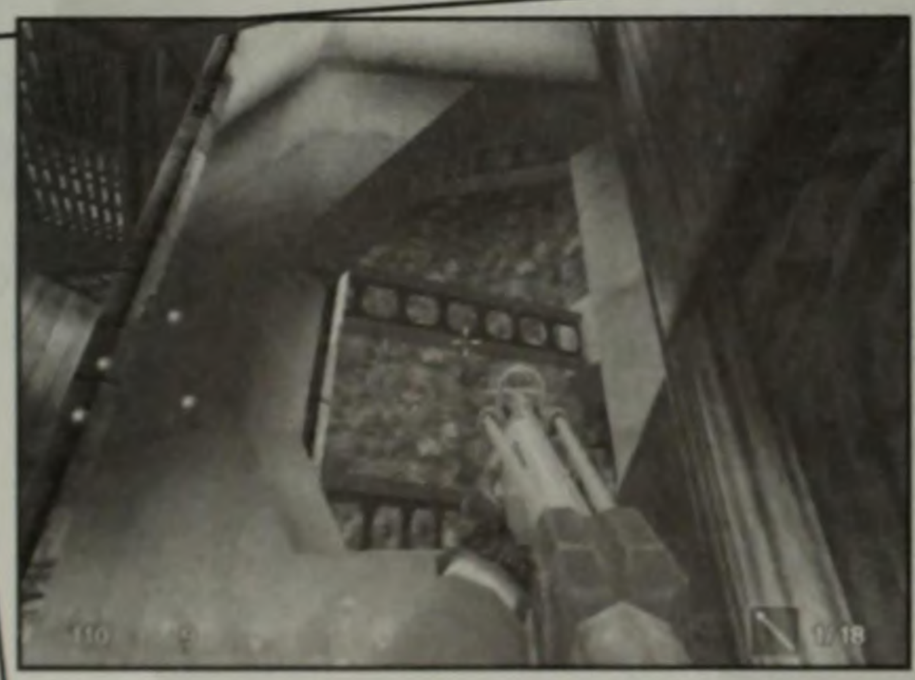


Fig. 10-32. This broken pipe leads to the surface.

Fig. 10-33. A job well done. Cate has what they need, so she and Goodman return to headquarters.

CHAPTER 11: MISSION 7—A MAN OF INFLUENCE

The Briefing: If Our Demands Are Not Met

Fig. 11-1. H.A.R.M.'s messenger is as bizarre as the message.

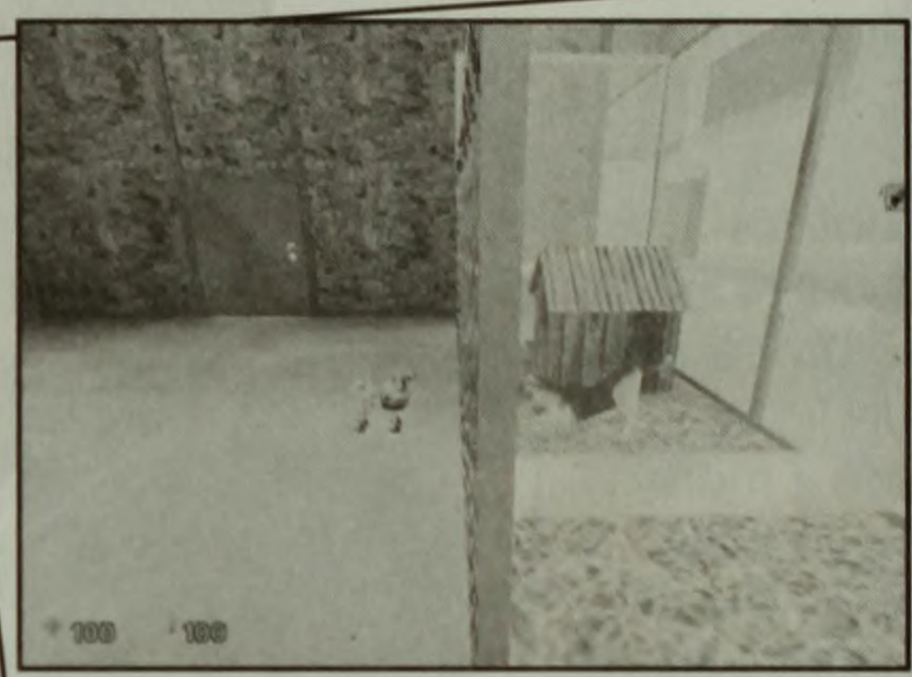


Fig. 11-2. The robotic poodle is essential for missions involving guard dogs.

You arrive late for the briefing again, much to Smith's dismay. But there are more serious developments. H.A.R.M. has come through with its list of demands, and they are as bizarre as the messenger. Rather than risk exposing the true brain behind the organization, H.A.R.M. uses a puppet to deliver the message of their desires: 50 million pounds sterling, the continent of Australia, and an international holiday declared in their honor.

They've taken credit for the massive explosion at the club in Monaco, and claim that it was caused by a human explosive. They also claim that many others around the world have been infected, and that if their demands are not met, these people will explode, causing untold death and destruction.

It's time to act, and the lead you have with Dumas Industrial Enterprises seems to be the only one to go on. You and Goodman must investigate Dumas' corporate enterprises and try to arrange for an interview with the Baron Dumas himself.

In the Advanced Field Tactics area, try out the new stun gas on an unsuspecting technician and check out the robotic poodle, which is used to distract guard dogs.

Scene 1

You and Goodman try to meet with Dumas. His receptionist tells you that his schedule is set, and he hasn't arranged a meeting with you. It appears that the Baron has more pressing matters than business to attend to.

Fig. 11-3. Dumas doesn't appear to have much of a business schedule.

Fig. 11-4. Cate spikes the receptionist's drink.

Goodman asks her to check the appointment book again. As she does, slip a drug into her coffee. The receptionist runs off to the bathroom, giving you the perfect opportunity to sneak in.

You have a short discussion with Goodman about who will undertake this mission. You win. Follow the receptionist into the hallway. Go left into the cafeteria and right through the open door. Continue straight into the men's restroom.

Here's your opportunity to create a diversion. Move carefully in this area, use your lighter to start a fire in the wastebasket to the right just inside the door, then knock down the wooden planks on the back wall. Move into an unfinished office space.

Move to the door in this area and open it. There's a door straight ahead to the right. When the camera above you pans away, move to that door, open it, and go through. Flip the switch to the left on the back wall, which disables all cameras.

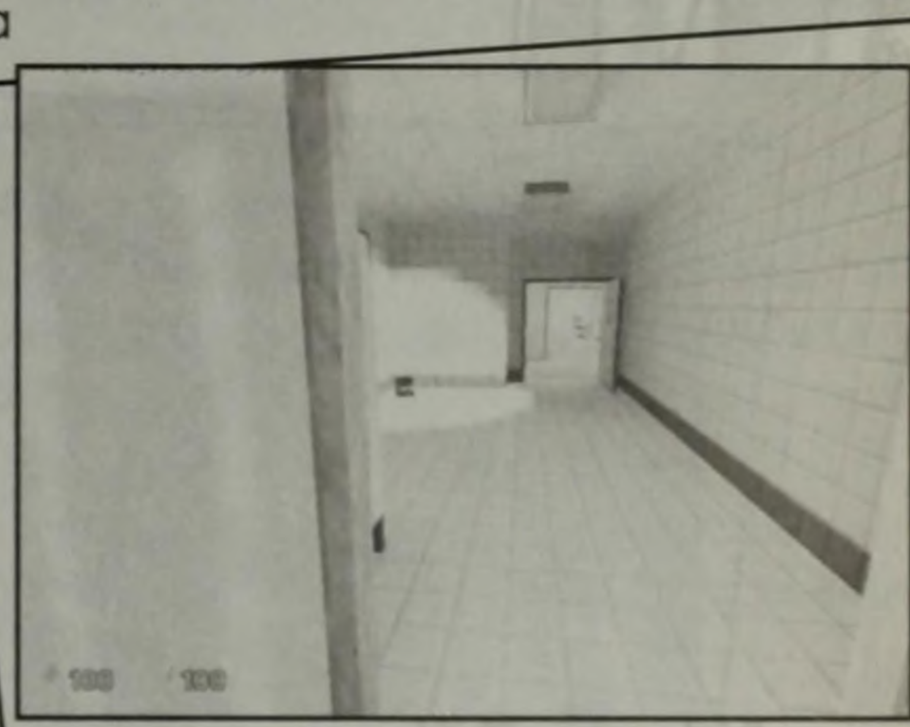


Fig. 11-5. Cate runs into an unfinished area. The fire she's lit should attract some attention.

Leave this room and turn right immediately. Head down the hallway and through the door on the left. This leads to Dumas's office. Close the door behind you.

Fig. 11-6. A switch on the back wall to the left turns the cameras off.

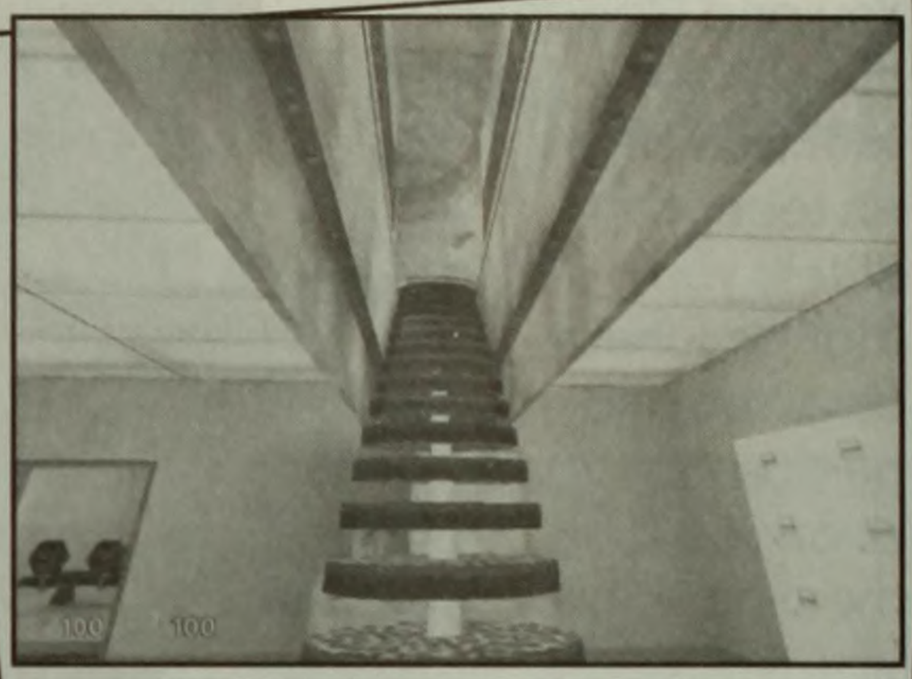


Fig. 11-7. A secret staircase? Perhaps there's something worthwhile at the top.

There appears to be nothing in his office, but look closely at the pens on the desk. Activate them, and the bookcase behind you moves aside, revealing a secret passageway. Enter and flip the switch on the back wall; this drops a staircase from the ceiling. Go up.

Two doors sit at the top of the stairs. Go through the large door on the right and up the staircase at the far end of the room. This takes you to a roof area patrolled by two guards. Move into a safe position and wait.

Wait in the small alcove. Listen to the guards' conversation. When they are done, one of them walks past you. When he is gone, sneak out onto the main roof area and head to the left.

TIP

There's a doorway to the left as you see the guards. Sneak in here.

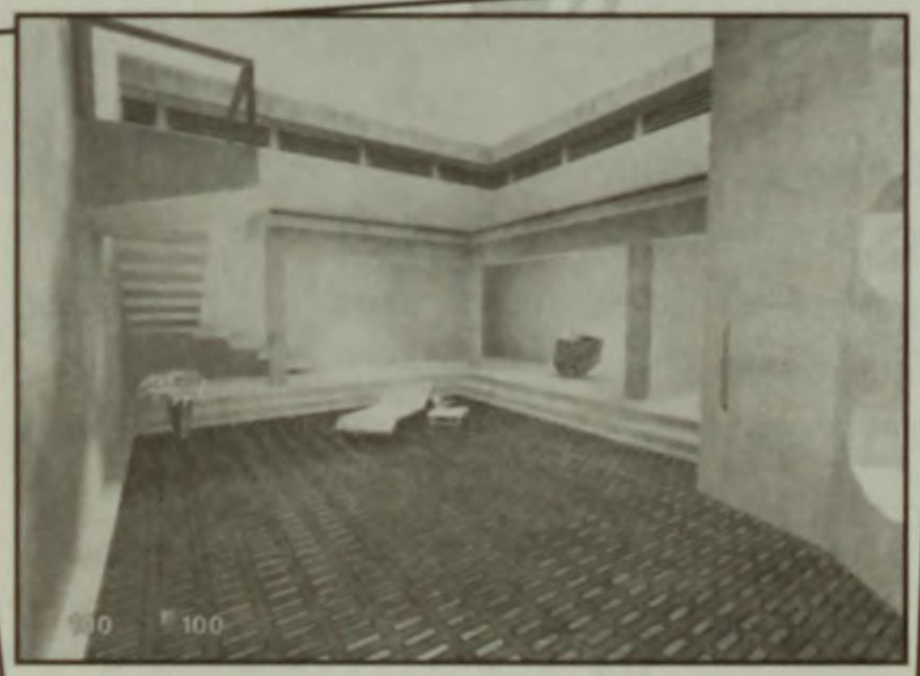


Fig. 11-8. It appears that Baron Dumas is a creature of comfort.

Fig. 11-9. Cate takes out an unsuspecting guard.

Look around the roof area for a switch box, and pull the switch. This will drop the bars on the windows of the dome. Walk over to the open space and drop down into Baron Dumas's inner office.

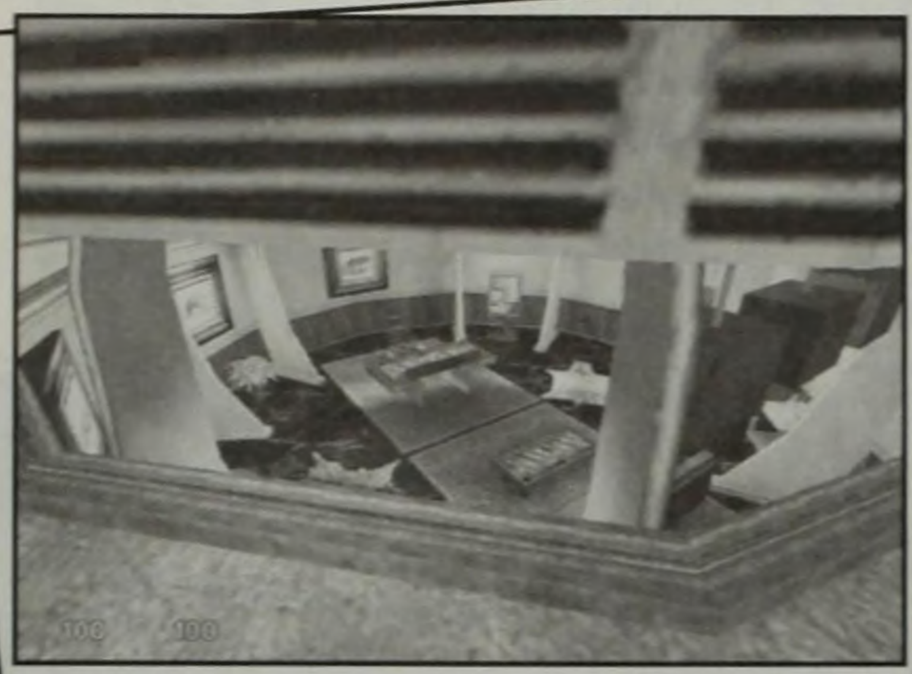


Fig. 11-10. Perhaps this area will contain the information that Cate needs.

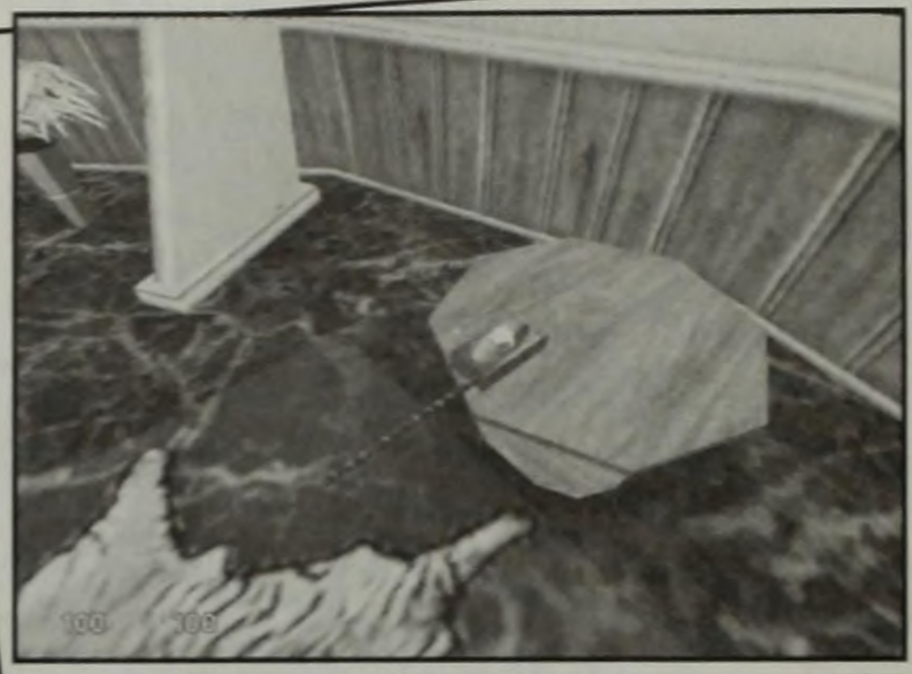


Fig. 11-11. Cate flips a remote control to discover a hidden glass case.

Flip the remote control switch on the table near where you land (there's also a roll of film here). This raises a glass case from the center of the floor. Go through the door at the far end of the room, which takes you to a small hallway leading back to the hidden staircase.

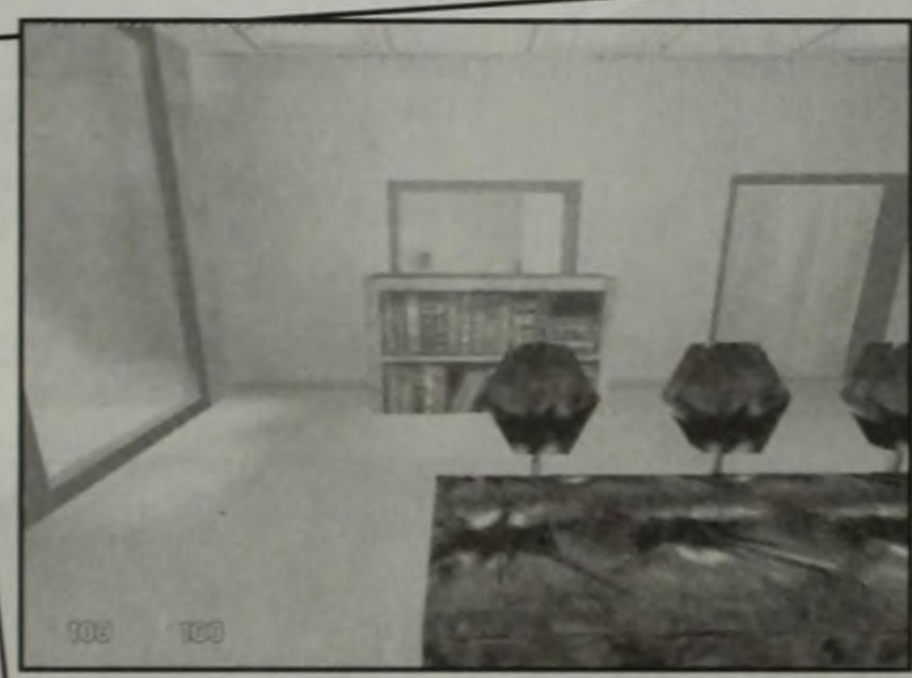


Fig. 11-12. Cate covers her tracks. With luck, no one will know she was here.

Fig. 11-13. Cate and Tom schedule their meeting with the Baron.

You have the information you've come for. After you are down the stairs, think about getting out. Fortunately, you don't have to backtrack, and you can leave everything as it stands. You may want to retract the hidden staircase and the bookcase in Dumas' office, but it's not necessary. Head out into the hallway.

Go straight ahead, past the scientists in the room to the left. Follow the hallway until you spot Goodman on the left. Walk toward him, and the receptionist appears. You and Goodman schedule a meeting with the Baron for Friday morning at 11:00.

Scene 2

Information you retrieved in the Baron's office shows the layout of a secret chemical plant owned by Dumas. You must now collect evidence at this plant to see if Dumas is involved with H.A.R.M.

Fig. 11-14. Despite Tom's objections, Cate is doing the undercover work again.

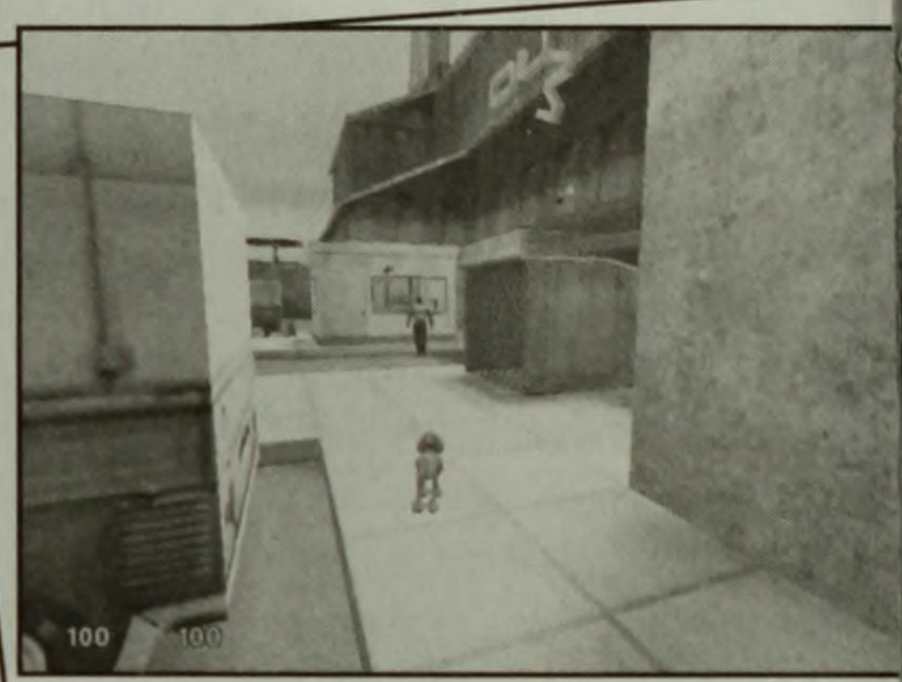


Fig. 11-15. The robotic poodle comes in handy right away.

You argue again with Goodman about who is going in. Once again, you win the coin toss. He's not happy, but agrees to help you by distracting the guards.

Goodman walks to the guard shack and draws out one of the guards. While he does this, walk near the kennel to the right of the guard shack. Use the robotic poodle to get the attention of the guard dog, which prevents it from barking and raising the alarm. Unfortunately, only one guard comes out to talk to Goodman, leaving one still active.

Goodman and the guard walk away. When they go behind the van, shoot the guard inside the shack. Keep your eyes on the cameras. When both are panned away, go inside the shack and flip the switch on the back wall. This will open the gates to the plant. Wait for the cameras to turn away, then run through the gate and go through the door on the immediate left.

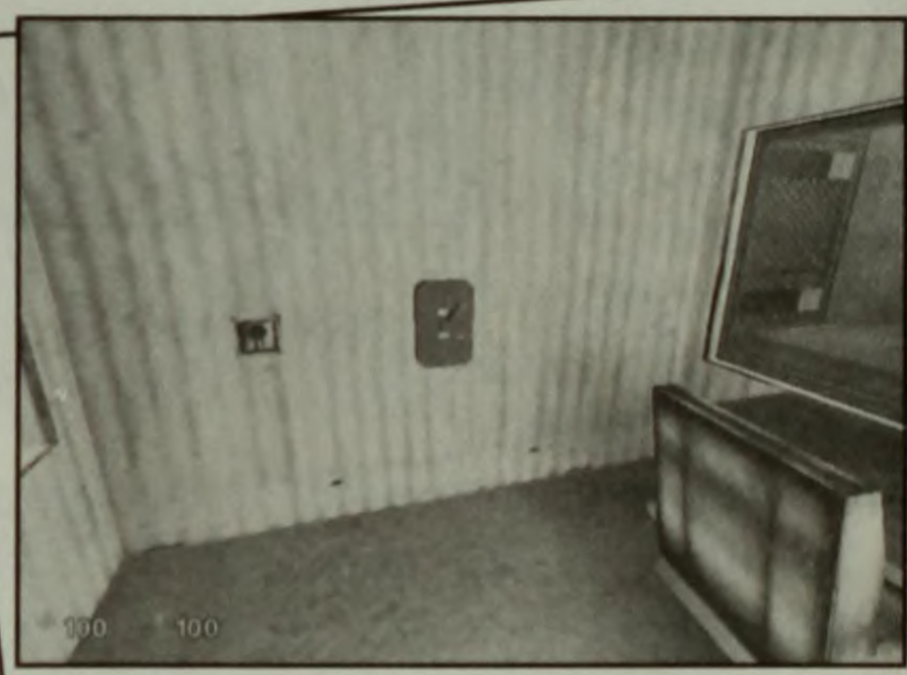


Fig. 11-16. The switch on the right controls the gate. The button on the left sounds the alarm.

Once inside, take an immediate right and open the door here. Two guards outside talk about Diana Rigg, then walk off. One stops and turns around before continuing on his way. When he turns around to walk off, run to the building on your left and go through the door at the end.

You're in a room with some broken machinery. Two people talk on the other side of a steaming generator. Jump on top of the generator and use the stun gas on them, then kill both before moving on.

Fig. 11-17. After using the stun gas on two Dumas employees, Cate dispatches them quickly.

Fig. 11-18. Cate slays another guard without raising the alarm.

Walk straight ahead up the ramp, being careful of the camera on the back wall. Go under the camera and turn right down the hallway. Follow this path through the storeroom and go up the ladder at the end.

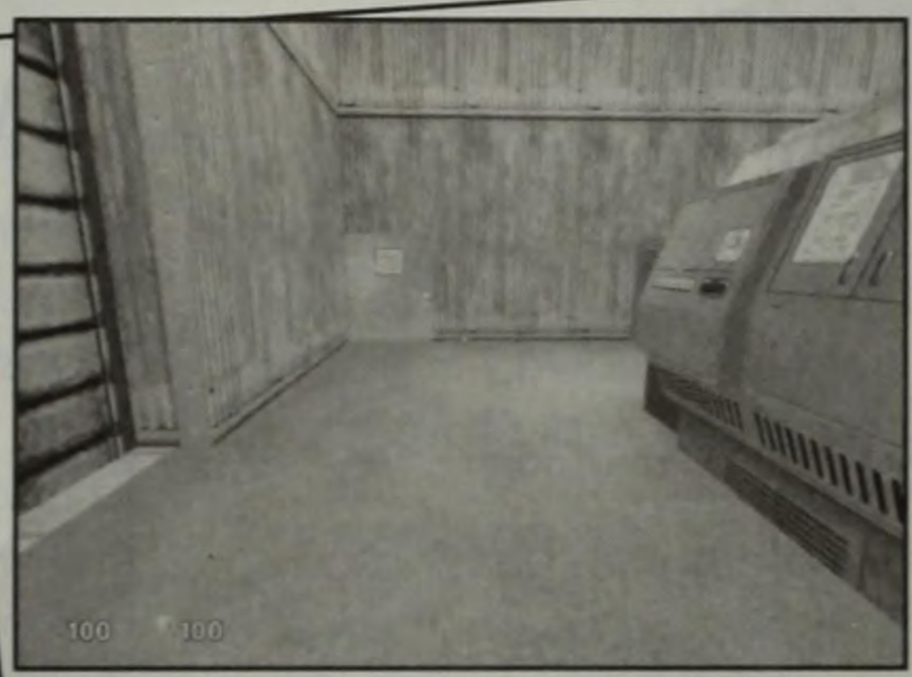


Fig. 11-19. Cate will need her barrette to get through this door.

Fig. 11-20. Cate hides and waits for this technician to pass by.

There's another camera here, as well as a guard, so be cautious. Wait on the ladder until the guard has walked away and the camera is panned completely to the left. Climb up, run forward and stun the guard, then kill him. When he is dead, put on your sunglasses and take a picture of the ledger you see here.

Return to the room at the top of the ladder. Retrace your steps to the room with the broken machinery, being mindful of cameras. There's a locked door at the far end on the right. Use your barrette to unlock it and go through.

Follow the short set of stairs to the next room with a ladder. Stun and then kill the technician in this room, then climb up. To your left, two technicians talk. First, let one of them approach you, then shoot him. Next, sneak to the next room, kill the other enemy and take a picture of the ledger before going through the door at the far end.

Go down the stairs to the tracks and follow them to the right. Unlock the gate at the end and go through the door on the right. You are in a warehouse. Check the floor; there is body

remover. Climbing up the crates reveals a small alcove containing bandages. Walk around the crates to the large garage door that is partially open and crawl under.

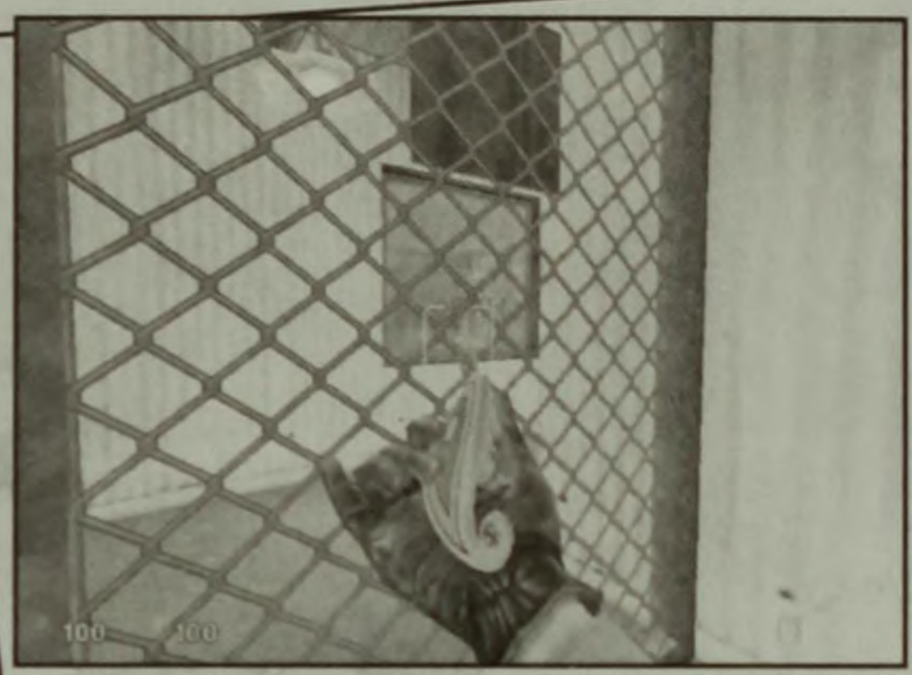


Fig. 11-21. Cate picks the lock on another door.

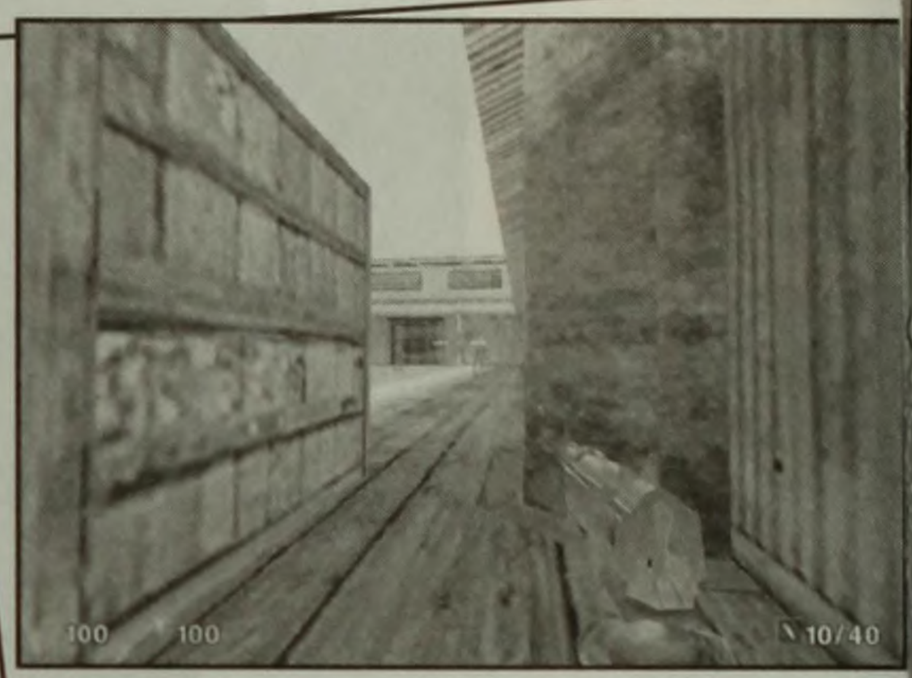


Fig. 11-22. The guards Cate ran past near the start are still here.

The two guards who were talking about Diana Rigg earlier are still in this area. Quickly take them out with the Hampton when they are out of view of the camera, then go through the door on the right. You're standing in front of a moving train. This next part is very tricky, so act cautiously.

As a flatcar with nothing on it begins to pass, jump on, then jump across to the far side. There's a guard patrolling here; kill him quickly while a boxcar is blocking the view of the guards on the other side.

Follow the ledge next to the train until you come to a door on the right. Go through. Kill the guard on patrol here if the opportunity presents itself. Otherwise, wait for the camera over the door to the left to pan away and then go through that door into the building.

TIP

Killing the guards on the boxcar is much easier if you kill the guards on the other side first. Wait for the guard on the left to walk away and stop, then kill the guard on the right. As the other one starts to walk toward you, kill him with a head shot.

NOTE

Ride the flatcar out of this area; Cate takes a quick trip around the world before returning.

Fig. 11-23. The camera has spotted Cate. If she doesn't move out of its view quickly, her cover will be blown.

Inside this building, a couple of guards talk about the impending visit of a mother-in-law. Walk around the fence and approach the crates they are standing near. Kill them before walking to the ladder beyond.

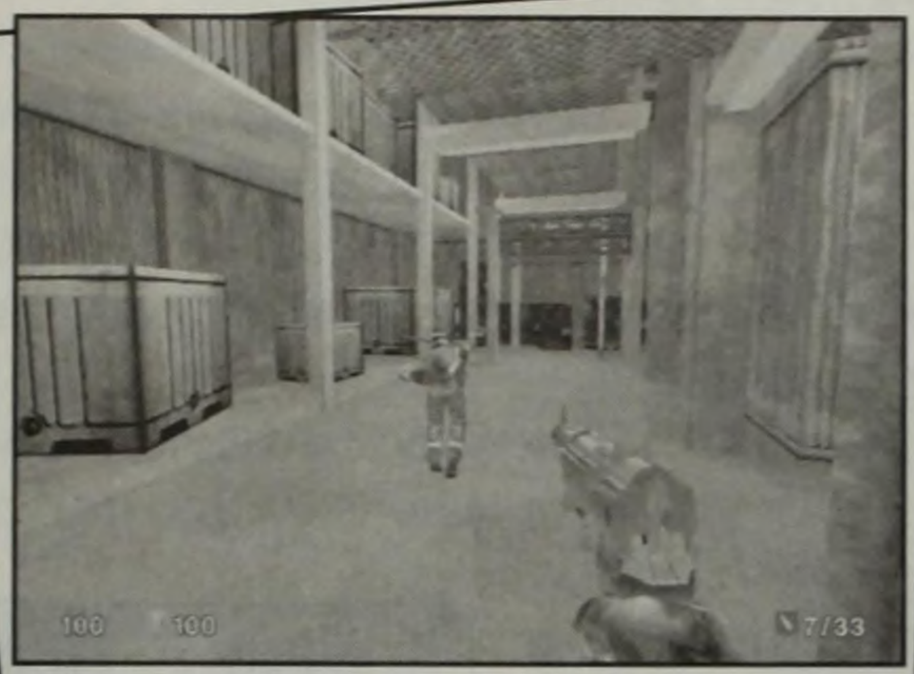


Fig. 11-24. Another guard goes down without raising the alarm.

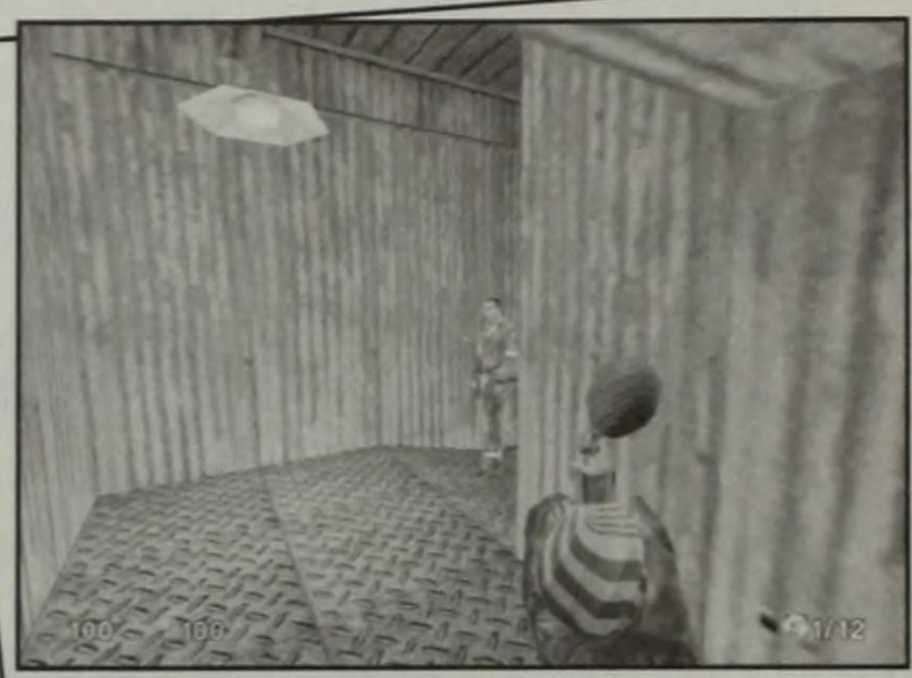


Fig. 11-25. Once again the stun gas proves useful.

Follow the metal catwalk to a corridor on the far end. Wait for the single guard here to approach your end of the corridor, then stun and kill him. Wait for the camera to pan away, then run beneath it. When it turns to look down the corridor, go through the door.

Go through the gate to the right and photograph the ledger. You now have all of the evidence you need to implicate Dumas Industrial Enterprises with H.A.R.M. Head back through this building to the door you entered through. If you haven't killed the guard outside yet, do it now.

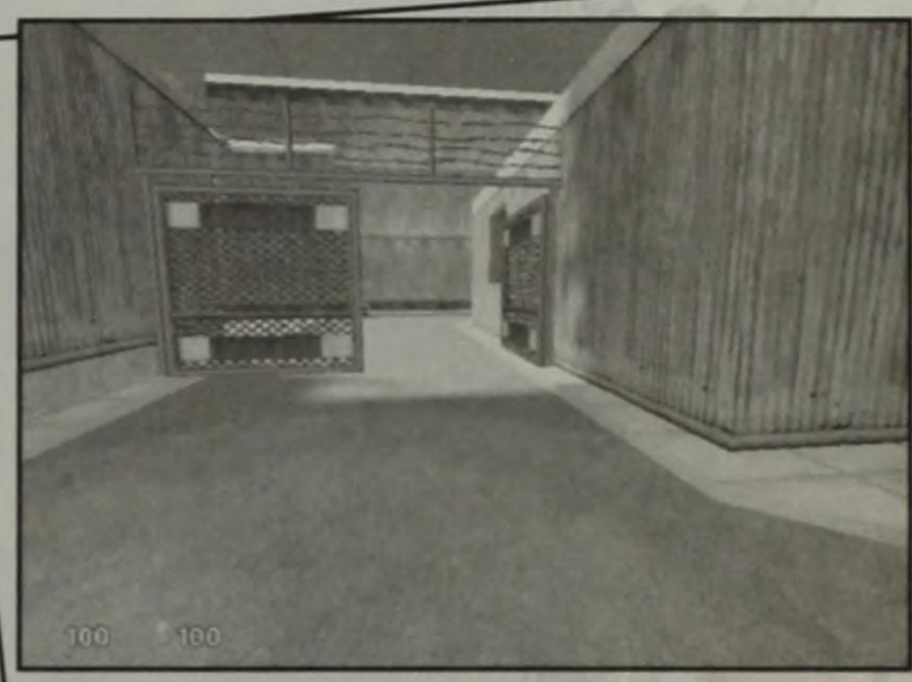


Fig. 11-26. Once through this gate, Cate is home free.

Wait for the camera above you to pan to the right, then go down to the ground and through the gate to the left to complete this scene.

Outside, you spot Magnus Armstrong walking around. His presence confirms what you've just learned. You phone UNITY headquarters and Jones suggests you attempt to get an interview with the Baron. While his company has been implicated, it's not yet certain that he is involved personally.

NOTE

Return to this mission with the code-breaker; you can open a door near the third ledger to find a UNITY case.

Fig. 11-27. Magnus Armstrong's presence at this facility confirms what Cate just learned.

Scene 3

Perhaps the best way to gain an interview with the Baron is a bold bluff. Posing as a reporter for *Men of Influence* magazine, you arrange an interview.

As the scene starts, you again win the coin toss with Tom. Head to the front door of the estate and ring the bell. The butler arrives and asks what you want. Whenever you can choose your response, select one that deals with the magazine and the Baron's lifestyle. Avoid any answer that mentions his business directly.

The butler walks away for a moment to ask the Baron if he is interested. He returns and shows you to the man himself. Before the interview begins, you get your first look at the Baron's wife.

Fig. 11-28. Cate starts to bluff her way in.

Fig. 11-29. Baroness Felicity Dumas is a rather severe-looking woman.

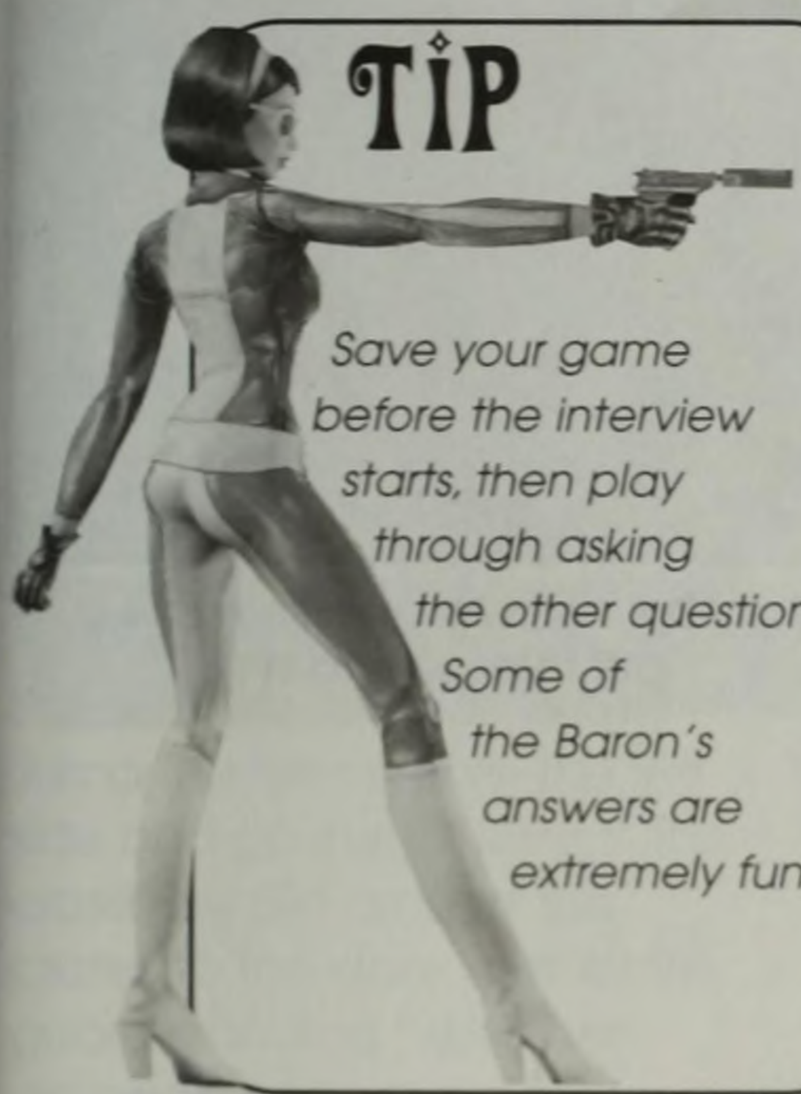
Chapter 11: Mission 7—A Man of Influence

When asking the Baron questions, always choose a question that relates to his favorite hobby, hunting. It soon becomes apparent that the Baron is an imbecile.

Ask questions pertaining only to hunting expeditions, and the Baron rewards you with some information about his safe. This will prove handy on the next mission.

Fig. 11-30. The Baron has no idea what he is talking about.

Fig. 11-31. Baron Dumas gives Cate some useful information after all.



TIP

Save your game before the interview starts, then play through asking the other questions. Some of the Baron's answers are extremely funny.

CHAPTER 12: MISSION 8— SAFECRACKER

The Briefing: Further Investigation Required

The interview with the Baron was successful, but things are more confusing than ever. It certainly seems that the Baron has connections with H.A.R.M., but the man is a complete buffoon. There's no way he could be the true mastermind behind these plots. Interestingly, his second-in-command has the same initials as Dmitrij Volkov. Perhaps an investigation of the Baron's corporate headquarters will provide more clues.

The two gadgets you learn about in the Advanced Field Tactics area will be useful in this mission. The first is the codebreaker, a device that can unlock doors held by numeric keypad locks. Your second gadget is an extra feature added to your sunglasses; they also feature the ability to see infrared, which helps you circumvent security systems.

Fig. 12-1. Dumas Chemical's second in command has the same initials as Volkov. Coincidence?

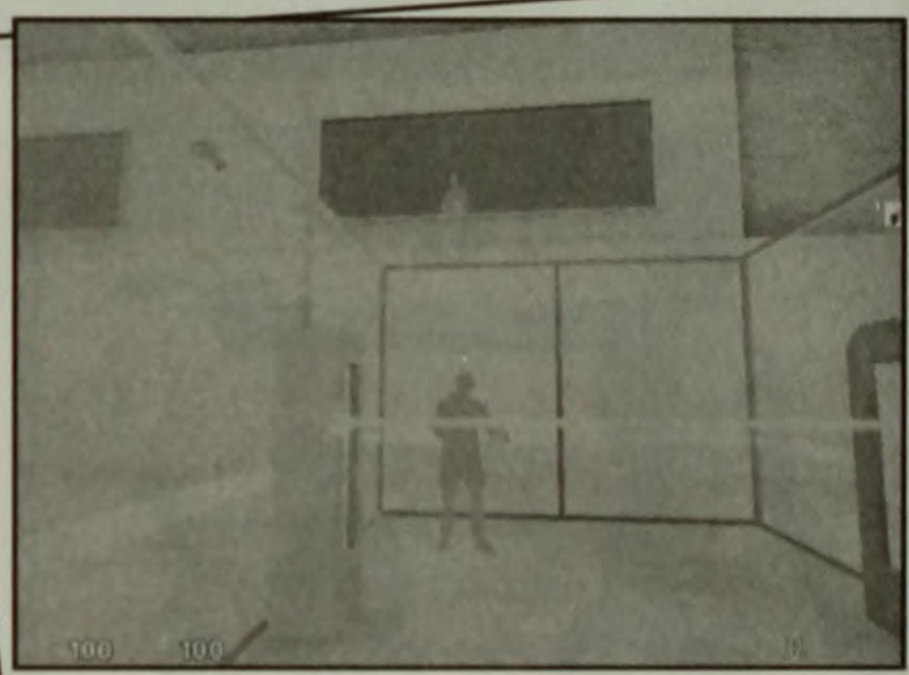


Fig. 12-2. Infrared glasses will help get through security.

Scene 1

To reach the old Dumas Chemical headquarters, use the new building being erected next door. Your goal is to get to the top of this new construction. From there, you can access the main building and—hopefully—the safe inside. Tom Goodman will provide a distraction on the ground.

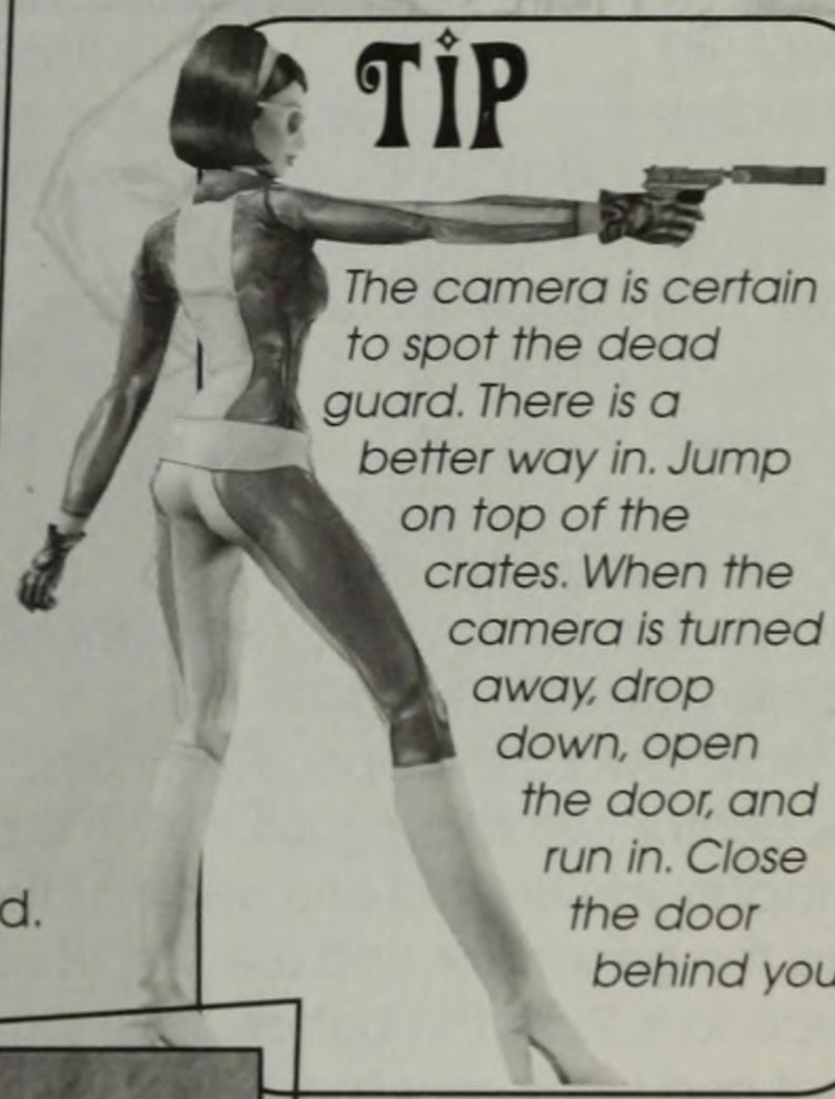
When the mission starts, move forward to the pile of lumber and wait. Two guards talk here. When their conversation is over, wait for them to start walking. One moves left, the other right. Quickly jump on top of the lumber, turn around, and jump onto the ledge. Run to the shadowy corner.

Fig. 12-3. Cate and Tom plan their assault.

Fig. 12-4. Cate eludes the first two guards. She's in—with a long way to go.

Wait until the guard on the right walks past the fence, then follow the ledge to the left. Arm the crossbow and kill the guard standing here. Duck inside the building. The crossbow is silent. If you are careful, you won't be detected.

Fig. 12-5. Cate does what she is best at—picking locks and sneaking in.



TIP

The camera is certain to spot the dead guard. There is a better way in. Jump on top of the crates. When the camera is turned away, drop down, open the door, and run in. Close the door behind you.

After you are sure the coast is clear, go back into the open area and go left. Jump the fence from the left side and go inside. Rearm the crossbow. Go around the crates to the door and kill the guard standing here, then go inside.

Take an immediate right and open the door. You see a running forklift. Activate it. It lurches forward, hitting the large metal door, and the lift prongs open the door for you. Go through it.

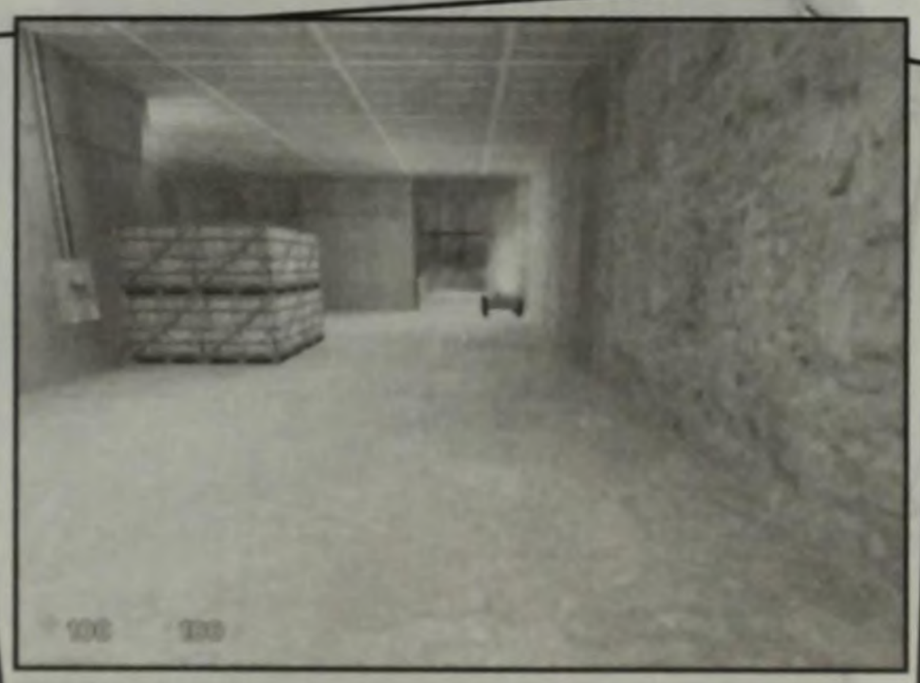


Fig. 12-6. Judicious use of a forklift opens the way for Cate.

Move forward carefully. Two guards here talk about their apartment decorating schemes. When they are done talking, they move away. Go through the doorway and down the staircase. There is some body armor behind the crates.

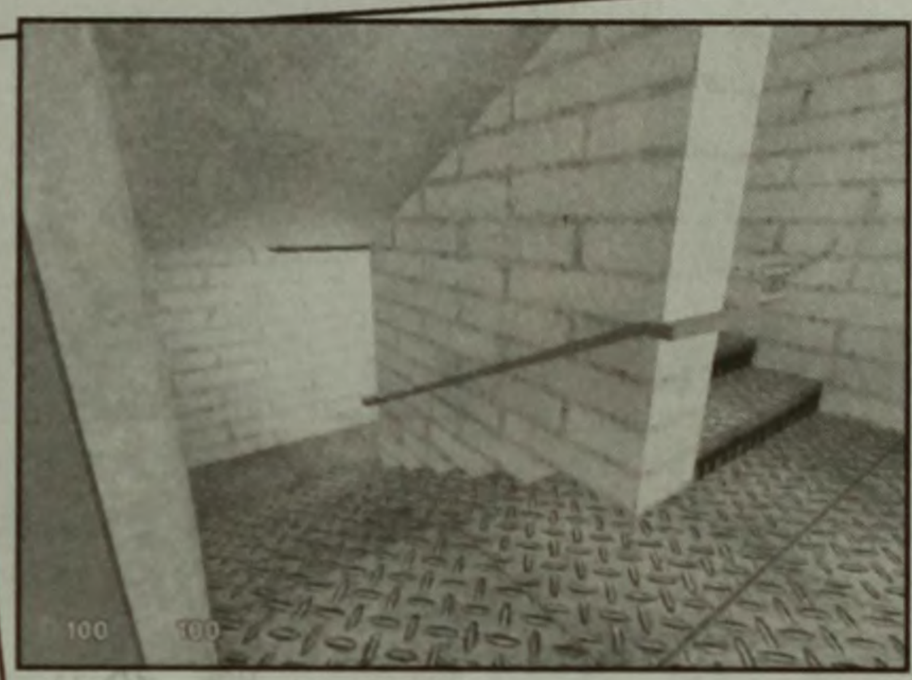


Fig. 12-7. Cate needs to get to the roof, but she first must go to the basement.

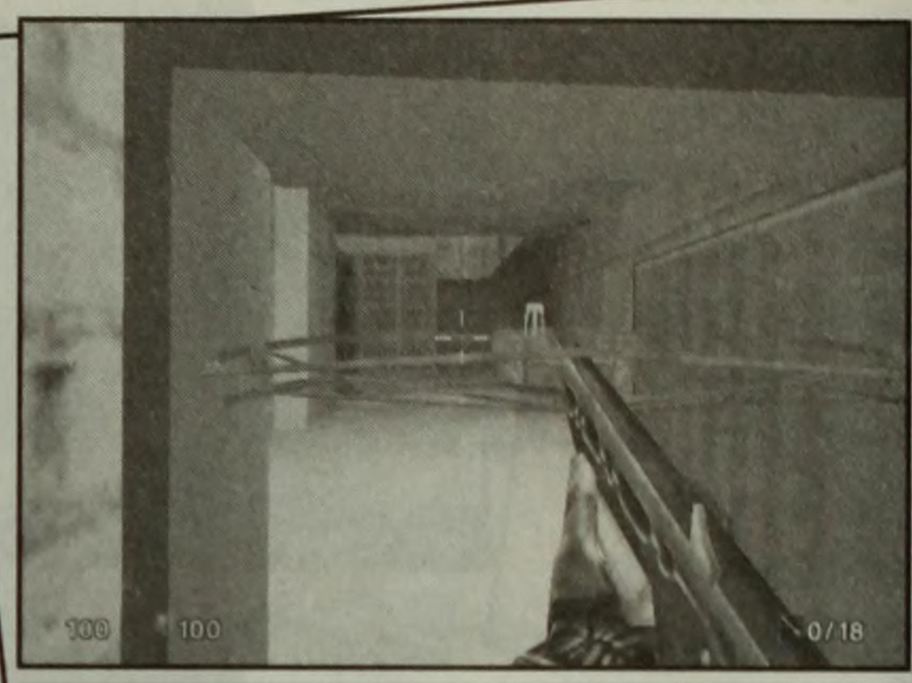


Fig. 12-8. Cate kills the janitor to prevent him from sounding the alarm.

Use the crossbow on the janitor. He's unarmed, but can raise the alarm. Move forward until you hear two guards talking about payday. If you attack from the shadows, you can kill both with the crossbow. Hit the first. The second looks to see what happened. While he is crouched over, nail him.

Walk toward the opposite end of the basement. You encounter two more guards. At this point, use whatever weapon you like. No one else is in the area to hear you. Find the generator and use the boxes to jump over the fence to it. Push the button, then jump on the duct and back over the fence. Go to the elevator beyond and ride it up.

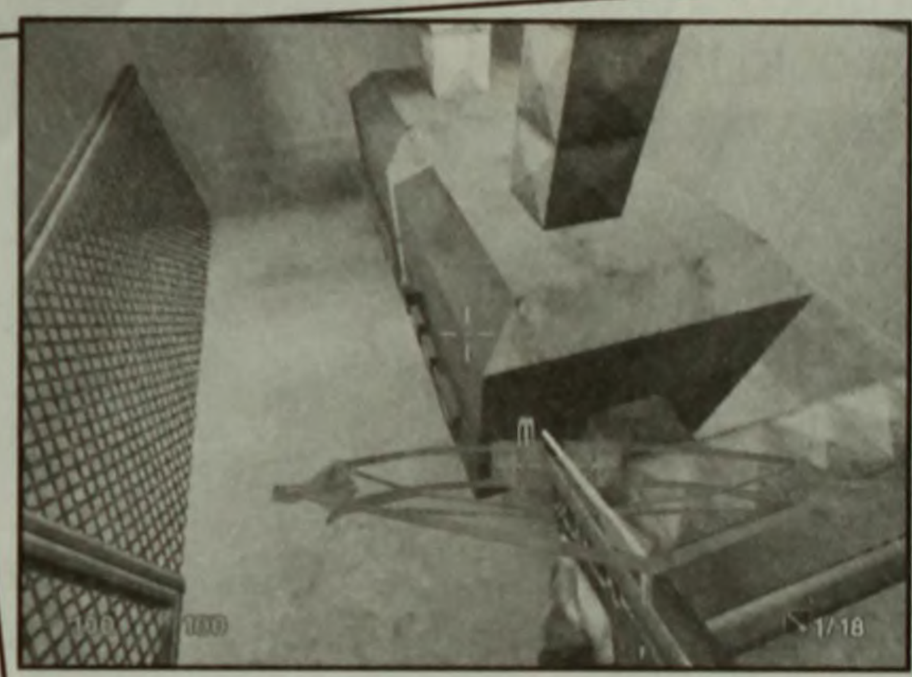


Fig. 12-9. This generator controls power to all elevators in the area.

When the elevator stops, get off, move to the left, and jump onto the crates. You're back where you started, but on the other side of the fence. Kill the guard resting against the crates with the crossbow, then jump the fence.

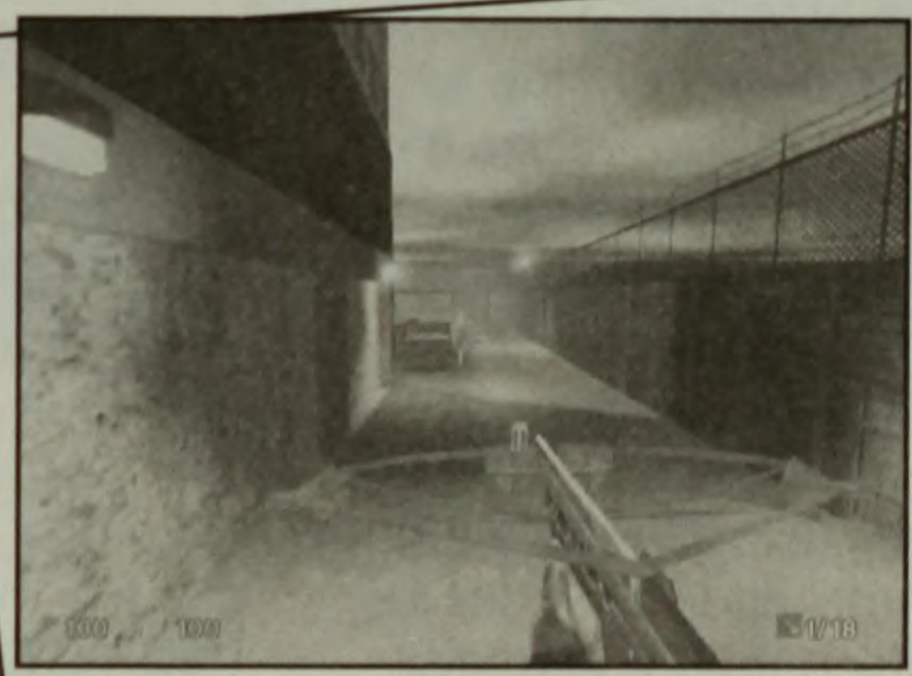


Fig. 12-10. Cate takes out another guard.

Retrace your steps from the beginning of this scene. Go through the fence to the left (you picked this lock early in the mission) and jump onto the elevator beyond. Activate the controls to take you to the next scene.

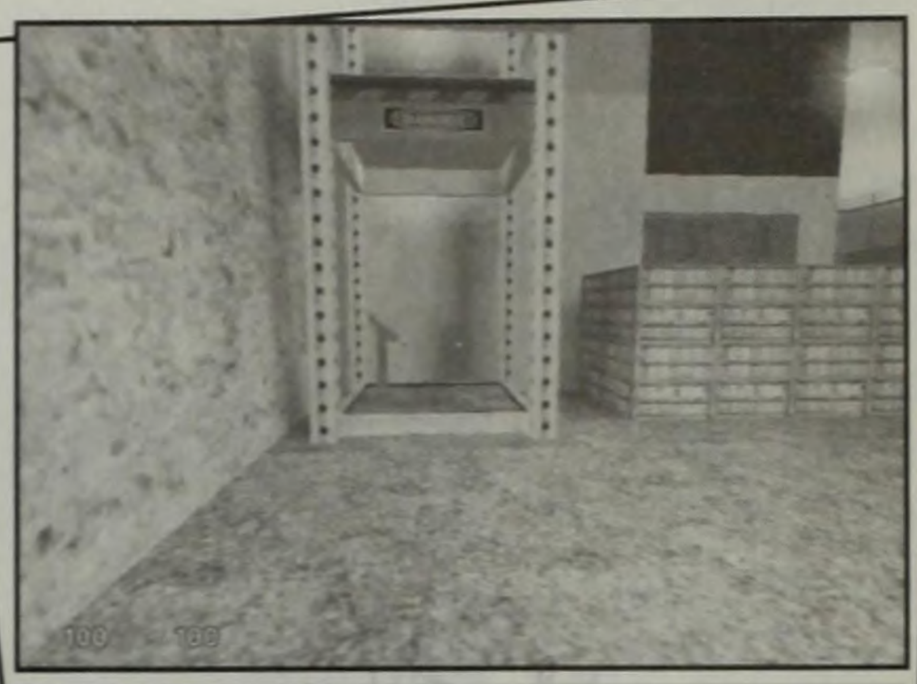


Fig. 12-11. Cate finds her way to the top of the unfinished building.

Scene 2

Unfortunately, the elevator doesn't go all the way to the top. You stop in the area where Inge Wagner is rehearsing. You must get past her and her guards.

This is a nice, short scene if you play your cards right. Get off the elevator and look around. When Inge's guards appear, shoot them, but your main focus is Inge. Your weapons will not damage the deviant diva, but there is a way to kill her.

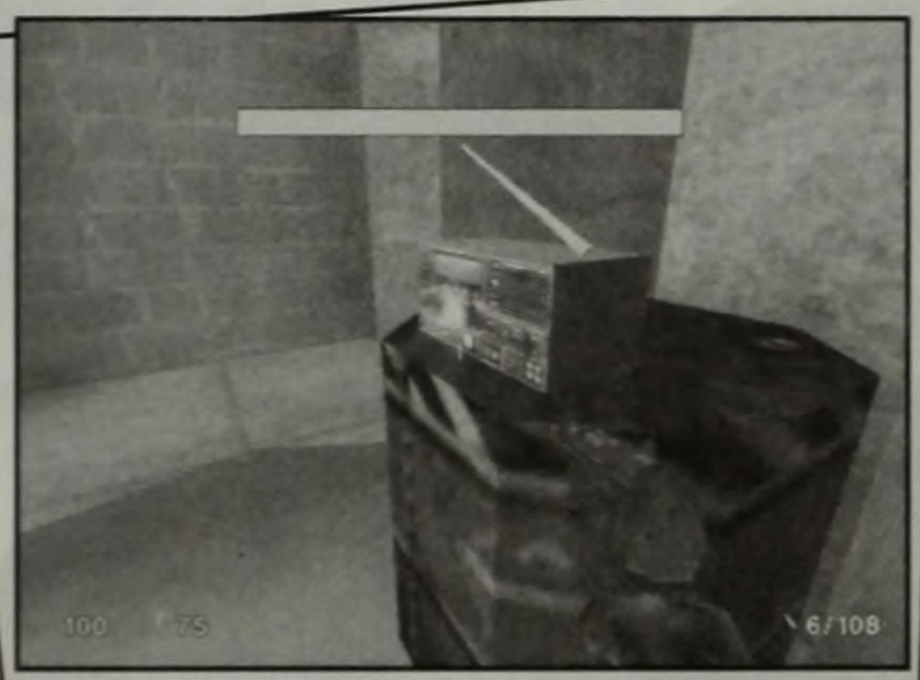


Fig. 12-12. Inge's tape player controls her.

She is essentially controlled by her tape player. Go to it and shut it off, then turn around and run to the power box in the back corner. When Inge tries to turn her tape player back on, hit the power button to jolt her with electricity. You will need to do this five times to kill Inge.

Fig. 12-13. Inge goes up in a flash.

Keep this up until you have reduced her health bar to zero. She will die in a brilliant flash of light. Boards to the left of her tape player will drop, revealing a new elevator. Ride it up to the next scene.

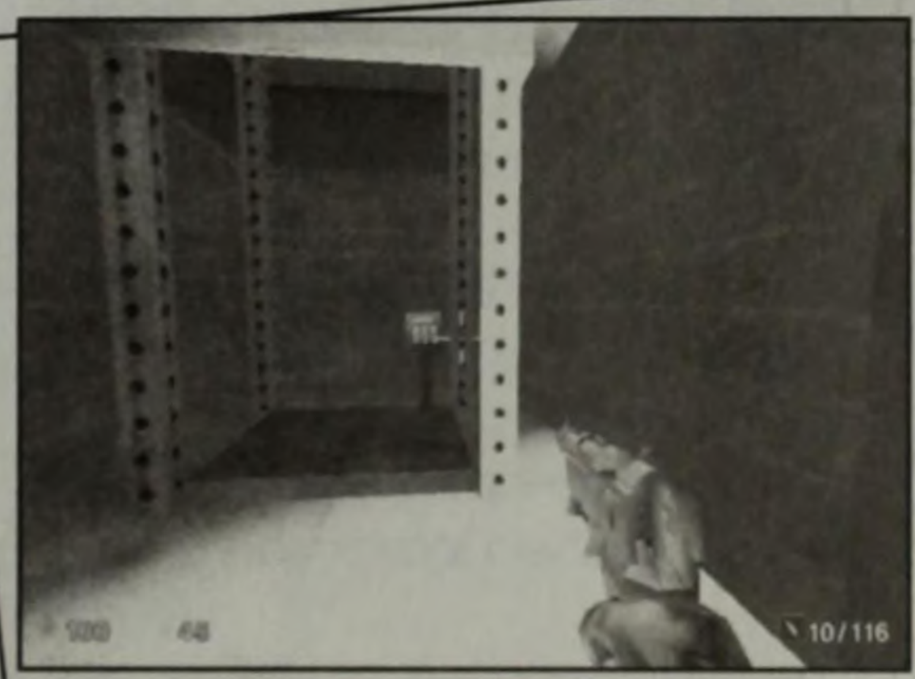


Fig. 12-14. This elevator leads to the roof.

Scene 3

You've made it to the roof of the unfinished building. Now you must make it to the crane that will take you across to the old Dumas building.

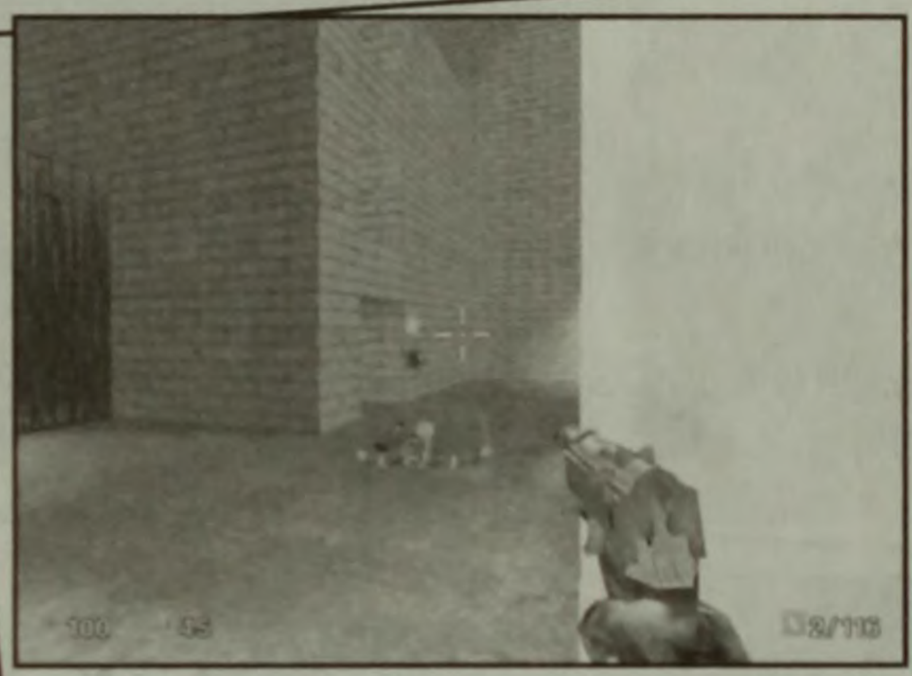


Fig. 12-15. Cate kills off a janitor to keep him from sounding the alarm.

Fig. 12-16. If she can, Cate must kill the two guards on the ground below her.

Start by walking across the beams on the floor in front of you.

Go around the lumber pile. You hear a couple of guards talking about regulations. Kill them both and get their weapons. Move straight ahead from their bodies, killing off anyone you see, and head for the stairs. Take them up as far as you can.

Look around carefully. Guards infest the place, including the floors above and across from you. Take them out, being especially sure to get the two guys several floors below you. When you've killed everyone you can see, go back down the stairs as far as you can.

Walk to the railing and jump over it to the unfinished wall. Jump to the ground, using the crates, and walk around this area until you find a locked door. Shoot or pick the lock and go through, then open the sliding door at right. Look up. Several floors above you is a hook. Switch to your zip cord.

Now things get tricky. As you near the top using your zip cord, switch to a weapon and move forward. Three enemies on this platform start shooting as soon as they see you. Kill them all, then walk through the open doorway to your right, past the lights to the unfinished staircase.

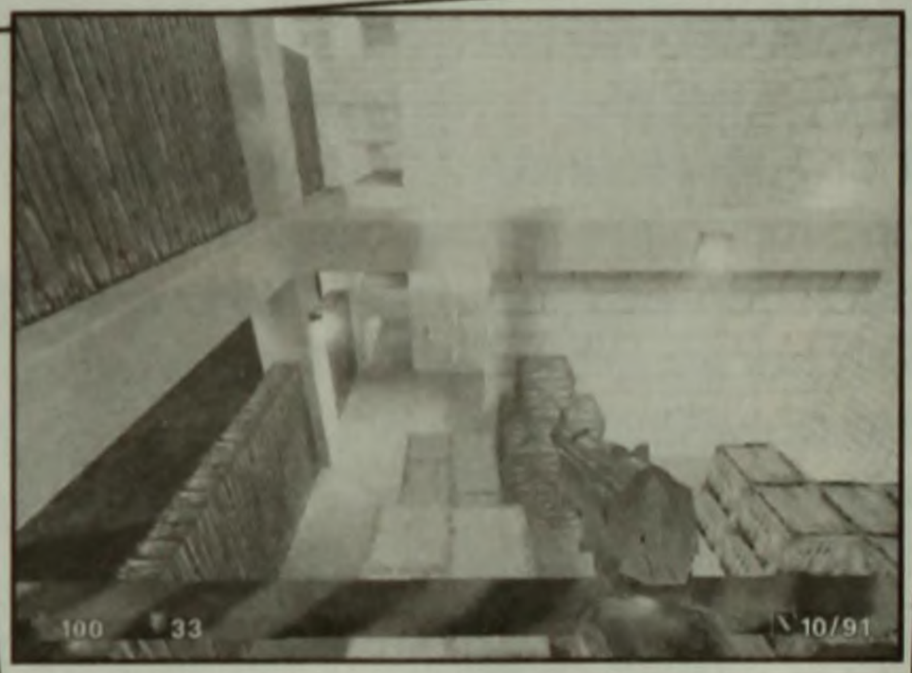


Fig. 12-17. Cate reaches the ground by jumping from the unfinished wall to the crates.

Carefully walk out onto the ledge to the wooden beam and look up again. Use the zip cord to attach to the hook above you. You drop onto three beams. Watch out for the guard, then walk through the door and turn left. Jump on these crates to reach the roof.

Look around again and pick off any enemies you spot—there are a few below you. Walk across one of the beams to the platform and over to the right side. Drop to the beam below. Walk to the concrete platform and board the elevator. Take it down to the base of the crane.

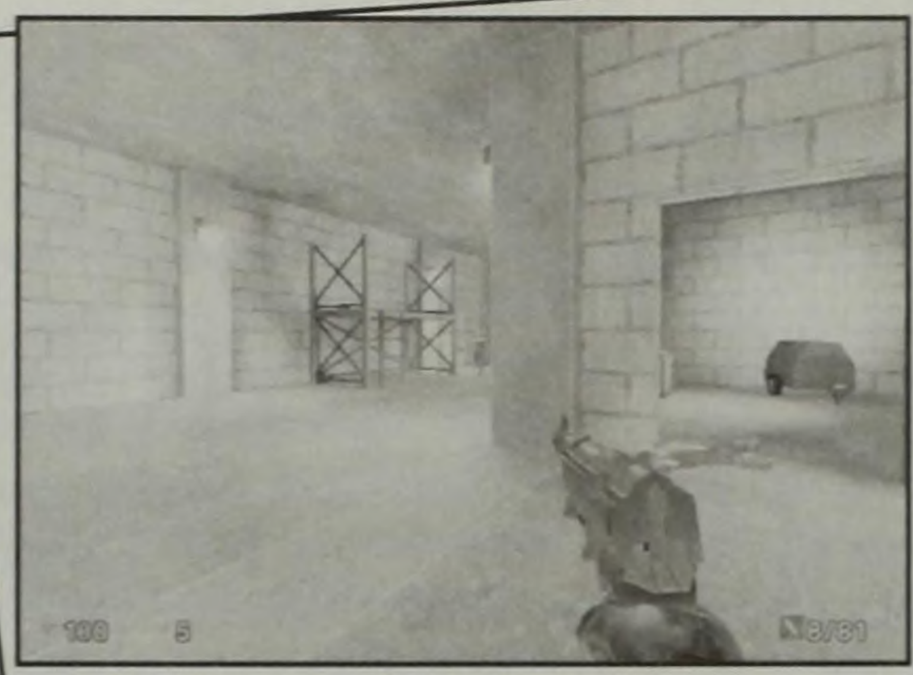
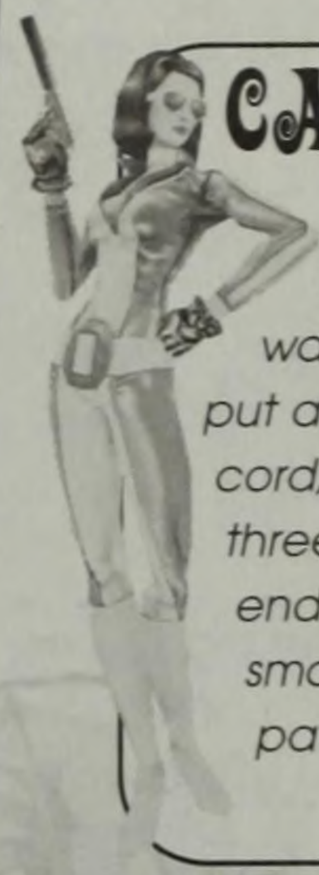


Fig. 12-18. Things get hot when Cate appears on this platform.



CAUTION

If you don't move forward after you put away the zip cord, you'll fall three stories and end up smashed on the pavement.

Fig. 12-19. This stack of crates allows Cate to reach the roof.

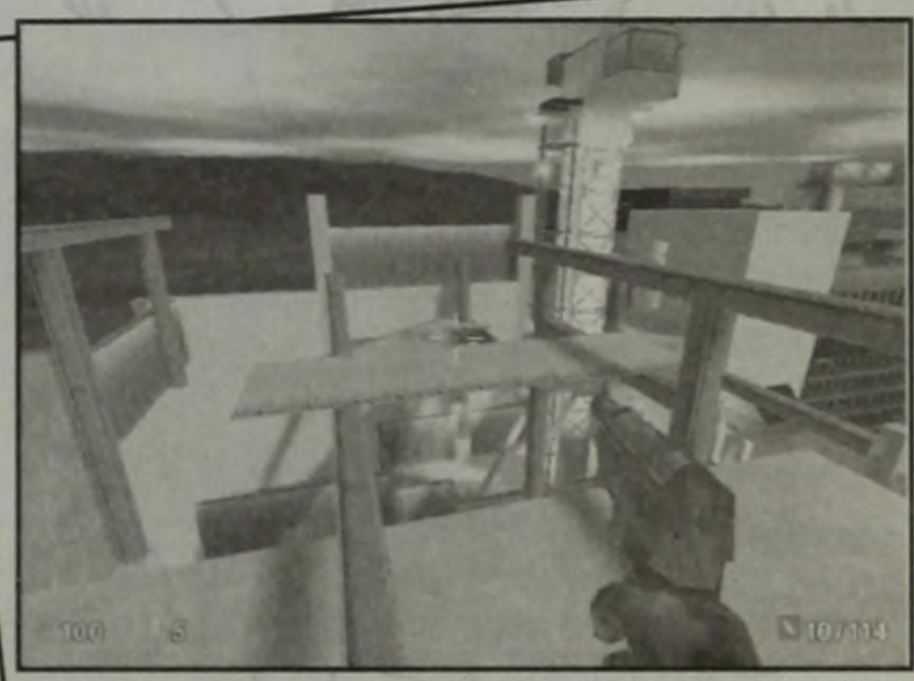


Fig. 12-20. There's the crane. Cate's got to get to the ground to access it.

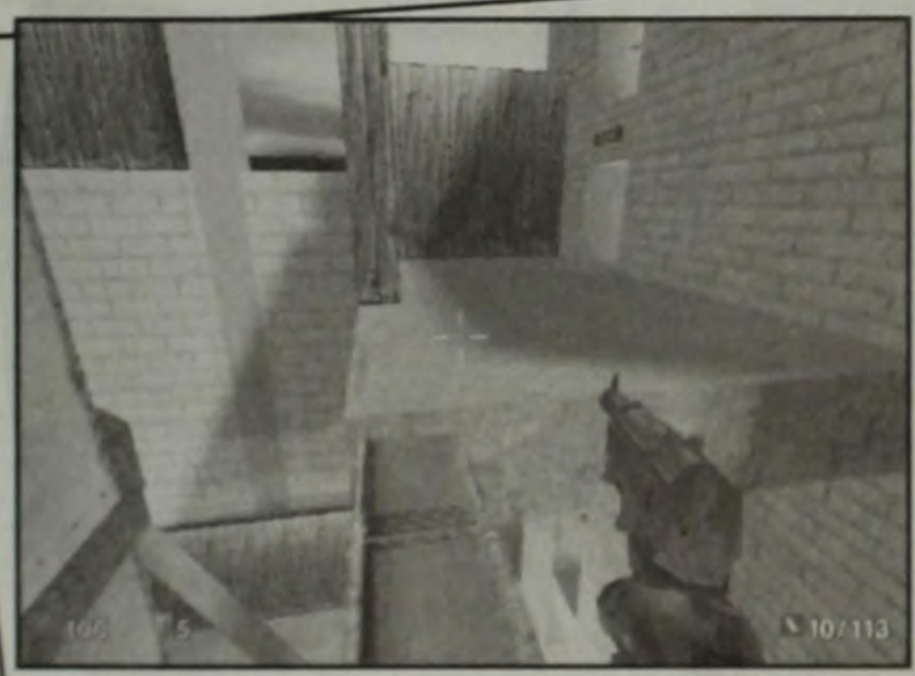


Fig. 12-21. By dropping to the beams, Cate can reach the elevator, which is behind the doorway at right.

Kill the two guards at the base of the crane, then walk to the ladder and climb. As you near the top, there is a short cinematic of the crane moving over to the old Dumas building. You're in.

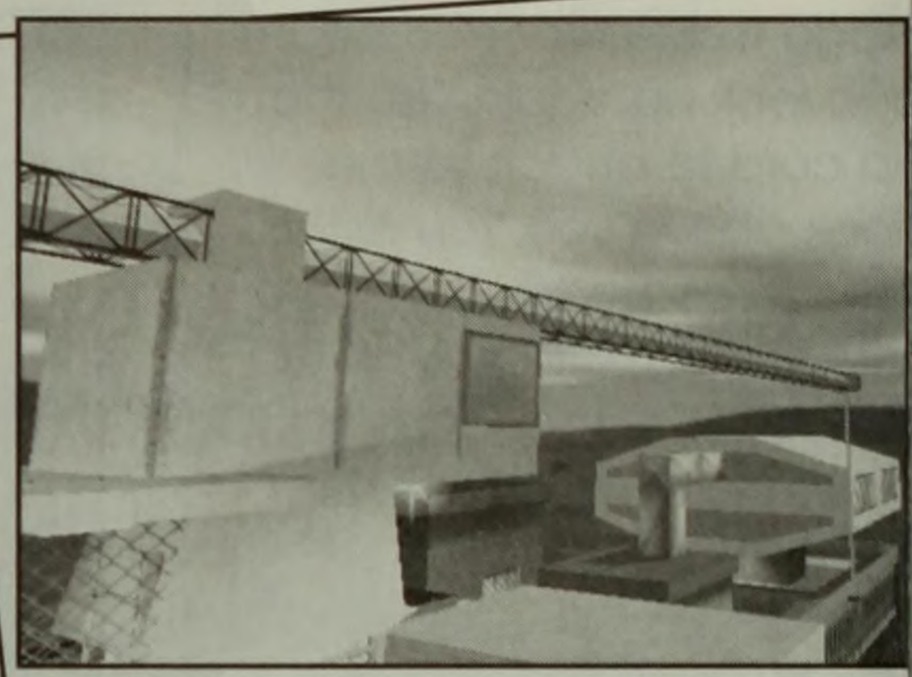


Fig. 12-22. The crane allows access to the old Dumas building.

Scene 4

You're on the roof of the old building, but you must get inside.

As the scene starts, arm yourself with the crossbow or a pistol and wait. Look to the right and kill the guard as he comes around the corner. This will give you the Hampton SMG. Move to the double doors, being very careful to avoid the camera next to them.

Fig. 12-23. Cate eliminates the first guard and gets a new weapon.

Fig. 12-24. Two more guards patrol the locker room.

Inside, a pair of guards talk in a locker room. Kill them and get their weapons. Move to the door across the locker room and open it. A camera pans directly above you; be careful on your next move.

When the camera is turned away, run forward and down the ladder to the helipad. Go through the door next to the ladder to a hallway and take an immediate left to the furnace room. Two guards work on the furnace here. Kill them quickly, or they will pull out weapons and start shooting.

Fig. 12-25. The ladder from the roof is at left; the door to the furnace is at right.

Walk around the furnace to the window washer's room and open the door. Press the button on the panel inside. This activates the window washer's lift outside. Retrace your steps to the helipad.

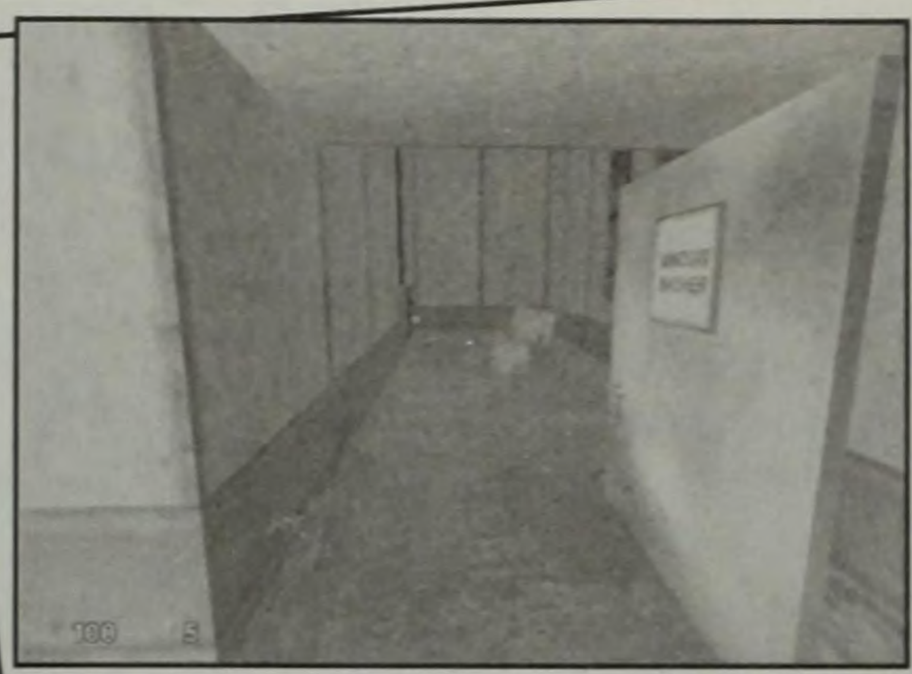


Fig. 12-26. The button on the left wall activates the window washer's lift outside.

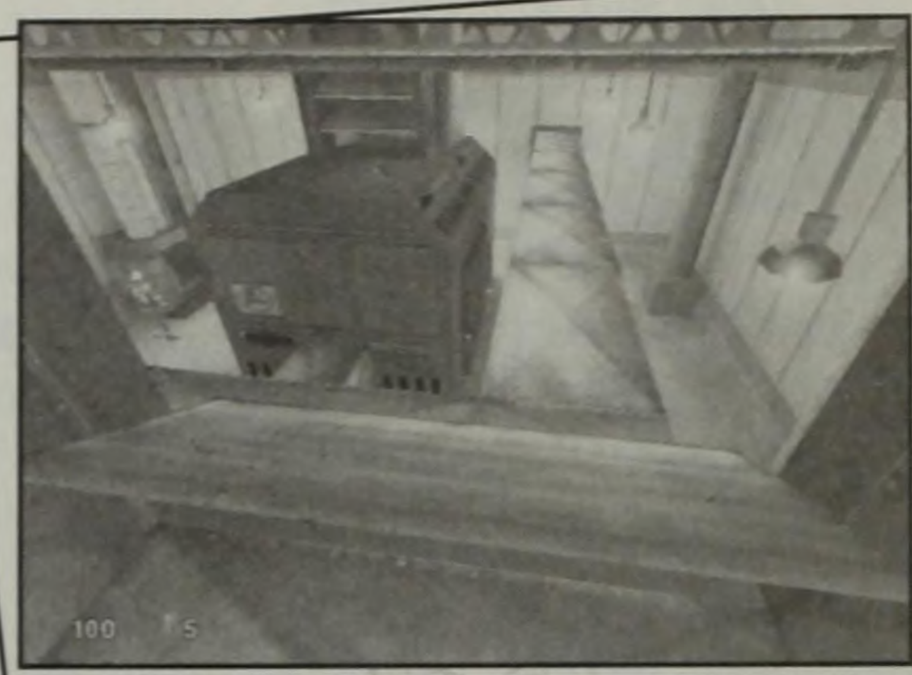


Fig. 12-27. Cate has reached the main furnace. She must break the furnace vents to continue.

Shoot the red barrels on the helipad to signal Goodman. Look left. You see a stack of crates. When the camera above you is panned right, run for the crates and climb them. Jump over the duct to the small ledge and open the vent. Crawl through the duct to the far end, which is blocked off.

Fig. 12-28. Cate takes out the last goon in this scene.

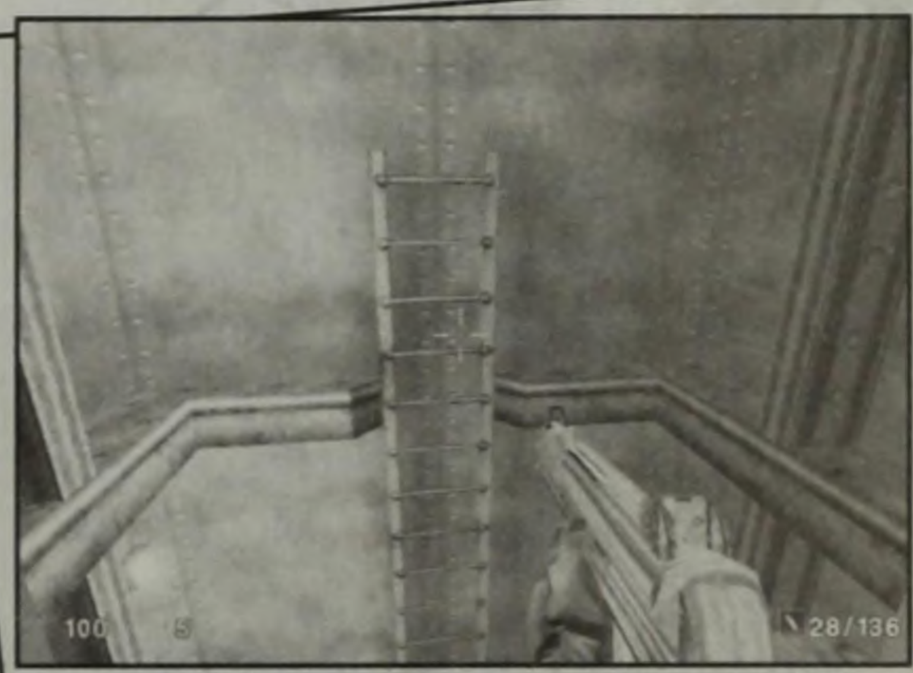


Fig. 12-29. This ladder attaches to the back of the elevator shaft.

Put away any weapon you are carrying and break through the ducts with your fists. Kill off the guard here if you like, but it's possible to continue without alerting him. Drop onto the duct below and crawl forward. Jump into the furnace.

Knock out the vents and jump to the ladder on the back wall. Climb up to the top to another duct and follow it to its end. Open the grating, kill the goon in this room, and drop to the floor.

Walk to the far side of the elevator and open the small emergency panel. Press the button to open the elevator doors. Walk around to the front of the elevator shaft—the elevator car is not there—and jump over to the ladder against the back wall. Start climbing down.

As you are going down, the elevator will start coming up toward you. Jump to the top of the elevator and wait for it to stop. After it does, open the grate on top and drop down into the car. Walk out the elevator doors to the roof.

Walk around behind the elevator, a bridge leads to another part of the roof. Walk across and turn left. Press the button to summon the window washer's lift and jump on. Activate the controls to take you to the next roof section and the next scene.

Fig. 12-30. Cate summons the window washer's lift to take her to the next scene.

Scene 5

You've made it over another hurdle, but the next will be even trickier. You must get through these offices and take the security elevator to the upper area and the safe. You must find at least eight intelligence items along the way.

The doors in this office are Japanese in style, and look like walls. Walk forward from your starting position and open the door in front of you. After the guard passes, kill him with a head shot. Move into the hallway.

Turn left in the hallway and wait for the camera on the far wall to turn away. Run and get under it. When you can, move down the hall to the right. Follow the hall around to the waiting room (it's filled with racks of magazines), being careful of cameras and guards.

Keep going straight to the wall, then turn right. Open the large door on the left and go through this large office to an open area at the back.

NOTE

The locations of the eight intelligence items are random. The walkthrough will indicate the fastest way through the level. To find the items, check every room you come to, including cafeterias, bathrooms, and hallways.

TIP

The closet to the left of your starting position stores a suit of body armor.

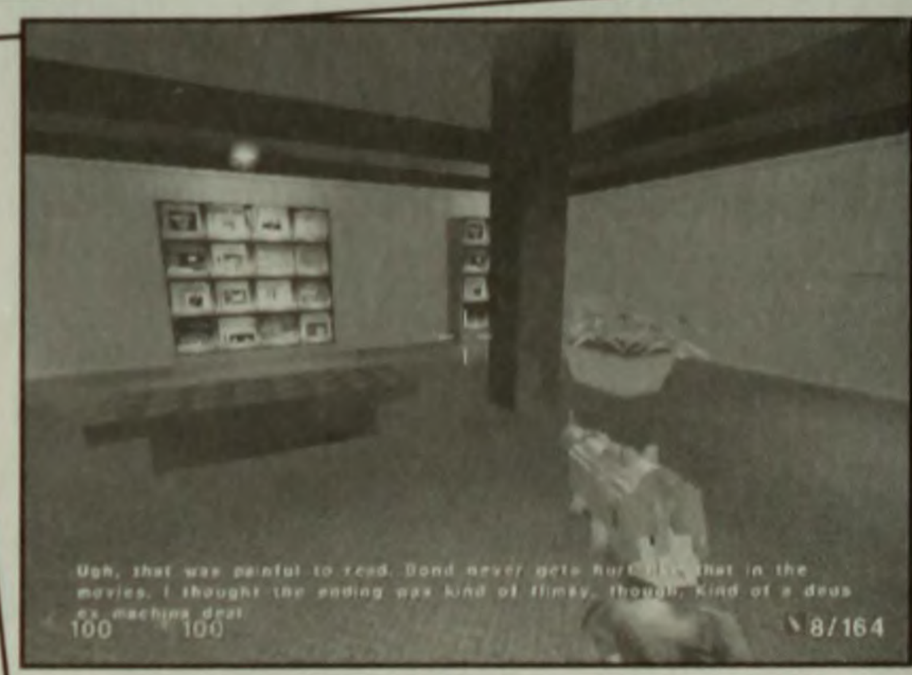


Fig. 12-31. Cate reaches the waiting room.

In the open area, turn right and climb down the ladder. Open the door and enter another room filled with desks. Go to the door directly across from you and open it. Listen to the guards talking on the other side of the wall. They know you are in the building, but don't think you'll get far.

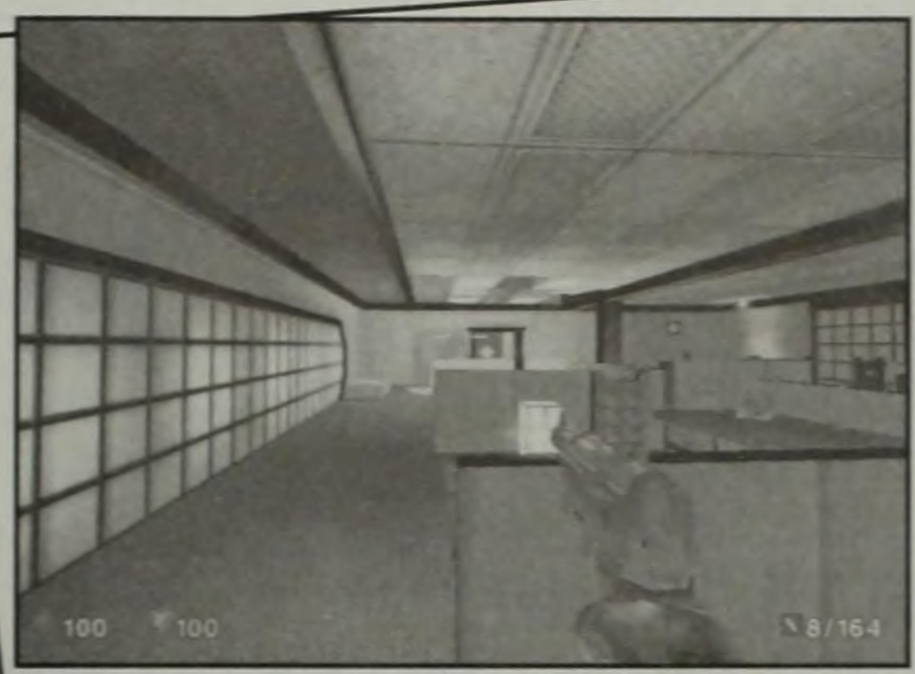


Fig. 12-32. It looks like construction is going on here as well.

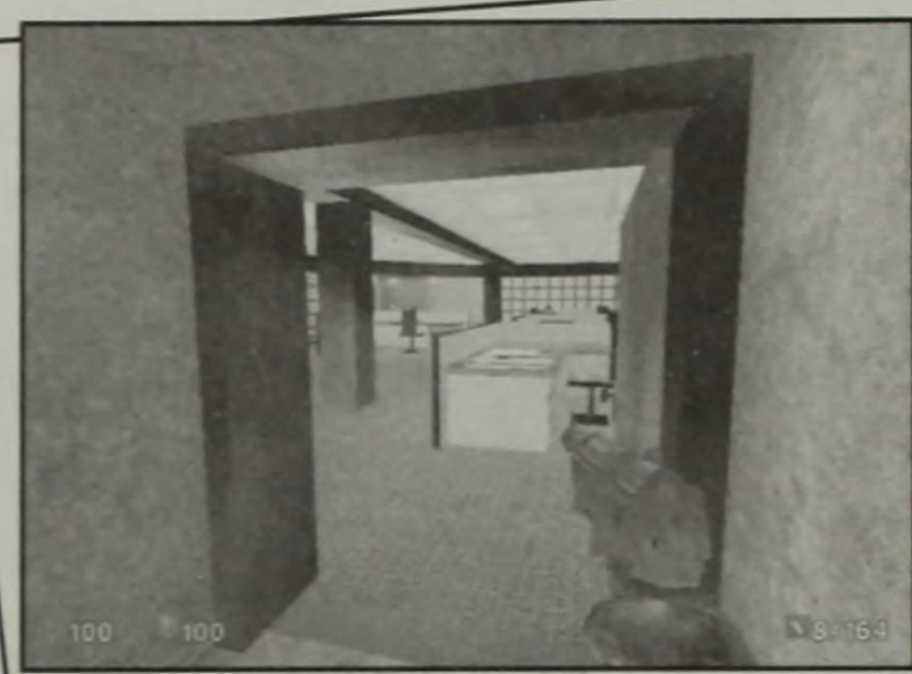


Fig. 12-33. Cate reaches the floor below. She'll find the elevator here.

Head right through this hall and turn left. Follow this hallway until you find the restrooms. Face the restrooms, then turn around and go left. You see a glass-enclosed room ahead. This is the security office.

TIP

Skip the ladder for an even sneakier way down. Jump to the duct and crawl across it, then jump to the floor below. Open the door on the right. This leads to the hallway to the left of the desk-filled room.

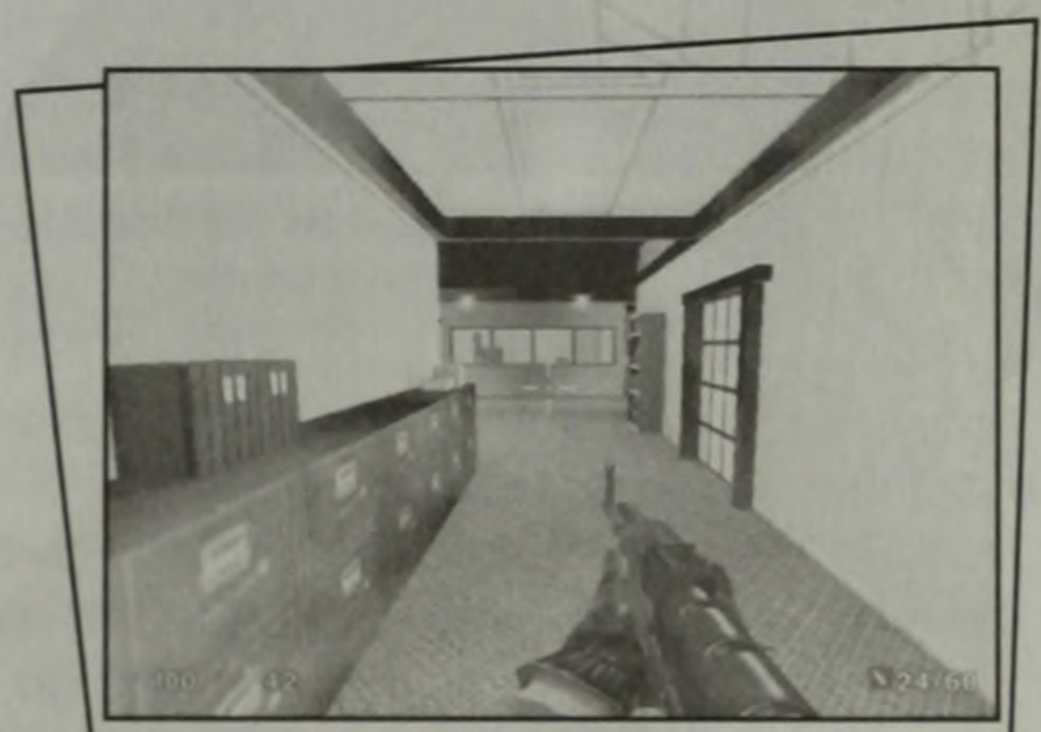


Fig. 12-34. The security office holds the controls for the elevator.

Enter this room. Use the code breaker on the numeric pad on the right. It opens the elevator, which is just outside this room to the left as you face the main hallway.

Go to the elevator and walk in. You're taken up to the main offices automatically.

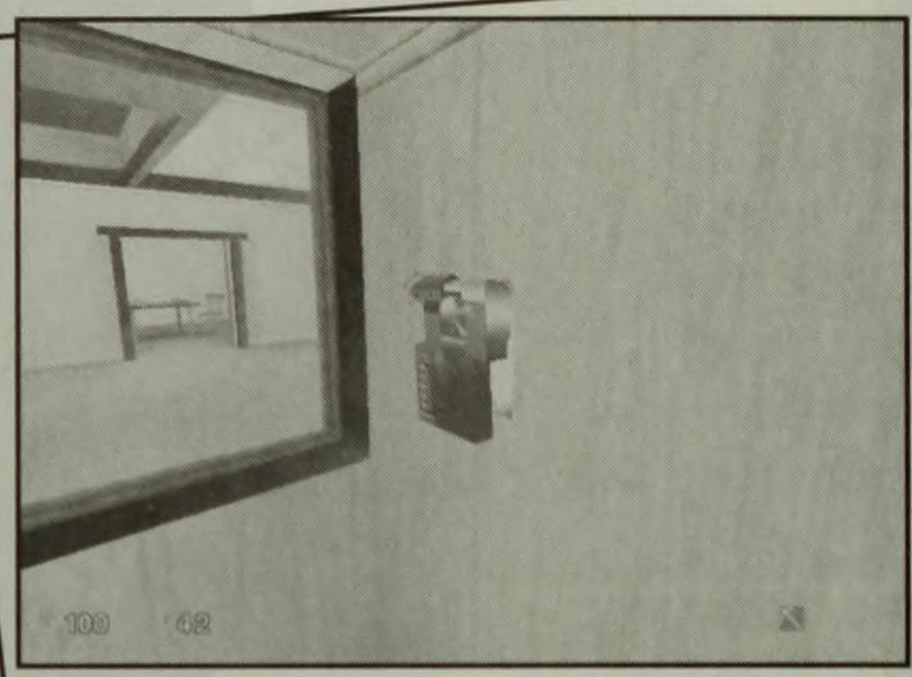


Fig. 12-35. Once again, the code breaker comes in handy.

Scene 6

Finally, you've made it to the executive offices. You still must locate the Baron's hidden safe. As you might expect, this area is crawling with goons—and you still have to navigate the security system.

The trick is to find the right place to announce your presence. That way, you can kill off most of the guards at the same time. Walk forward and listen to the conversation of two guards around the corner. When they are finished, they walk off; follow carefully.

Fig. 12-36. These guards will wander off after a few minutes.

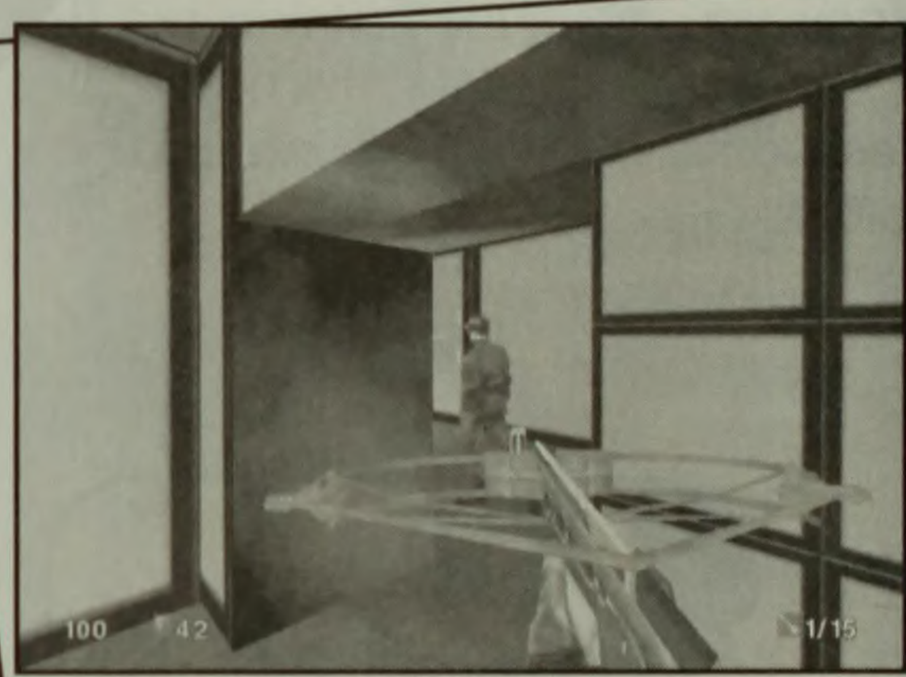


Fig. 12-37. Cate decides to let this guard live...for now.

There's a camera over the desk to the left. Stay away from it to avoid raising the alarm. Sneak up the stairs to the top and kill the guard patrolling this area. Go out the other side and around the corner to the left. Turn right at the next corner and go through the door on your right. Be careful of the camera across from this door.

Now wait. The second guard from the conversation you overheard patrols this hallway. He should walk past from right to left. If the camera is panned away, kill him with the crossbow. If not, let him walk by, then return to the hallway and turn right. Follow the hall to the next door, which will be on your left. Duck into this room and wait again.

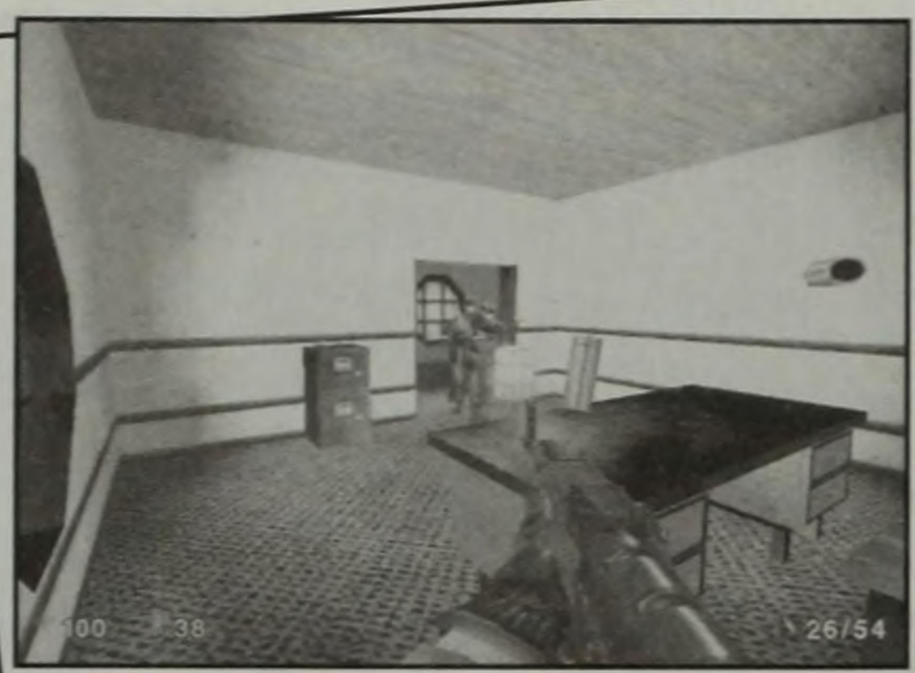
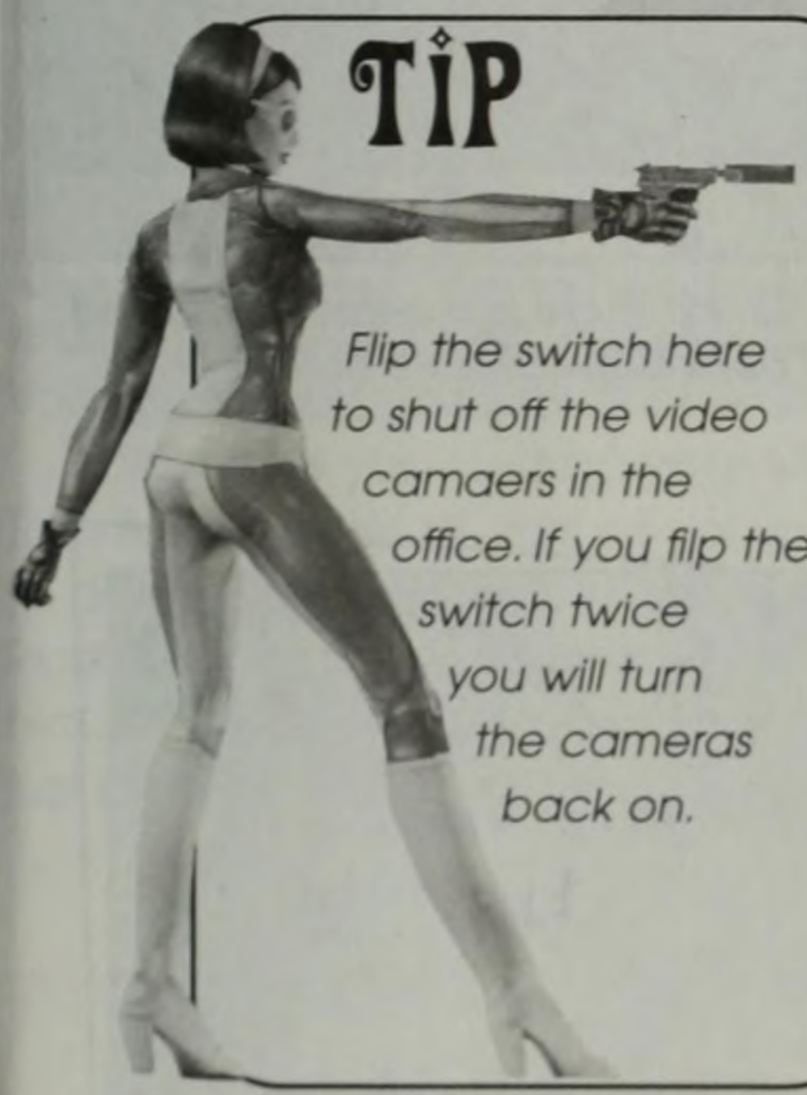


Fig. 12-38. The goons start attacking, but Cate is ready.

Fig. 12-39. The alarm has already sounded, but turning it off will spare you a headache.

Listen to the conversation of the two goons outside. Arm yourself with your best weapon, then let the camera outside the door here spot you. Move to the back corner of the room, against the wall with the window. Your enemies can't see you through the window, and must attack through the door. Line them up and gun them down.

You're able to kill off seven or eight guards this way without taking a scratch. When the onslaught is over, leave this office and turn right, toward where you started. There's an open door ahead of you down the hall. Go in and flip the switch on your left, which resets the cameras and turns the alarm off.



TIP

Flip the switch here to shut off the video camaers in the office. If you filp the switch twice you will turn the cameras back on.

Grab the body armor in this room, then go through the other door. Follow the hallway straight ahead until it ends. Enter the large room at the end and go through the door on the right. This will reveal a large area filled with office cubicles. More guards wait here; move around carefully and take them out.

Go up the stairs in the back of the room to the balcony. Take the first door on your left and enter the red corridor. Follow this to a door at the end and go through to Baron Dumas's office.

Fig. 12-40. The cubicles signal that Cate is getting close.

TIP

You will pass a door on your right in the red corridor. There is a goon sleeping behind this door. If you move quietly you won't wake him up.

Inside the office, go up the stairs to the receptionist's desk and through the doors. This is the Baron's inner office, and like much of the rest of the building, it is decorated with his trophies. The picture of the fox is crooked. Attempt to straighten it to reveal a numeric keypad. Use your codebreaker on it.

Fig. 12-41. Baron Dumas's offices keep getting nicer and nicer.

When the codebreaker is finished, the door between the giant tusks will open up. Put on your glasses and switch to the infrared view and follow this corridor. Around a couple of corners, you'll find the first infrared alarm. Simply duck under it as it moves up and down, then proceed around the next corner.

Fig. 12-42. There is a numeric keypad behind the picture of the fox.

Things are a little bit tougher here. There are four infrared alarms in this room, but all you need to do is walk underneath them as they pass overhead.

Now things get really nasty. In the next room, there are several more alarms moving vertically across the room, but there are also some moving horizontally.

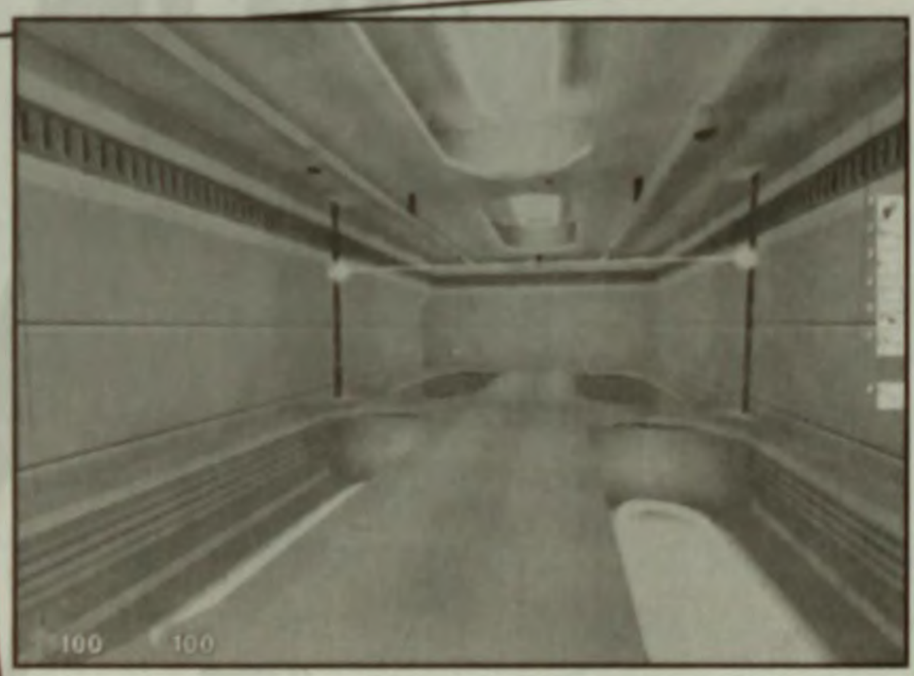


Fig. 12-43. Cate's first challenge here is no challenge at all.

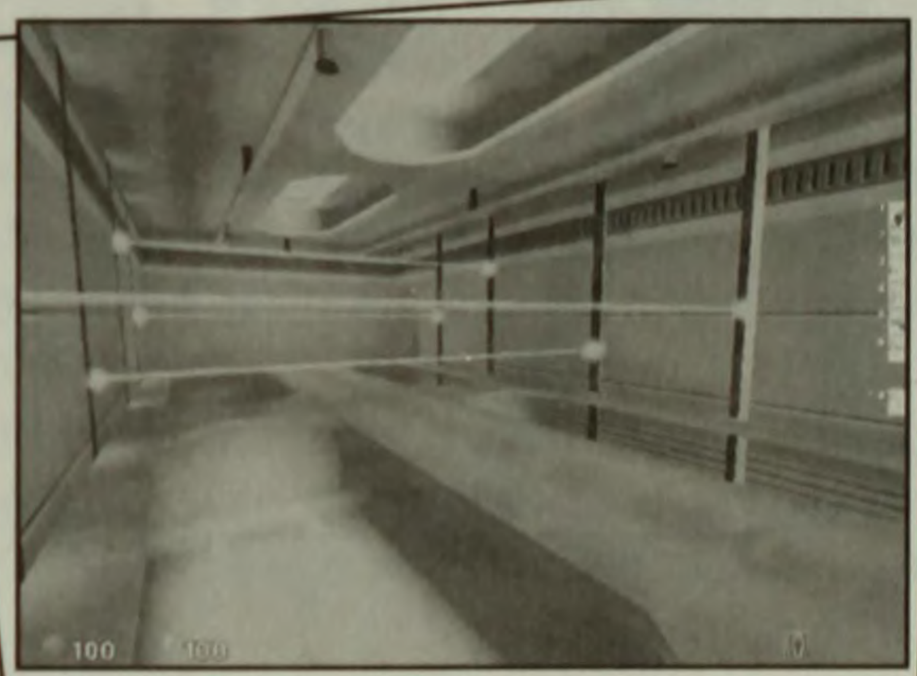


Fig. 12-44. The next room is a little more challenging, but only marginally so.

Fig. 12-45. Now things really get nasty.

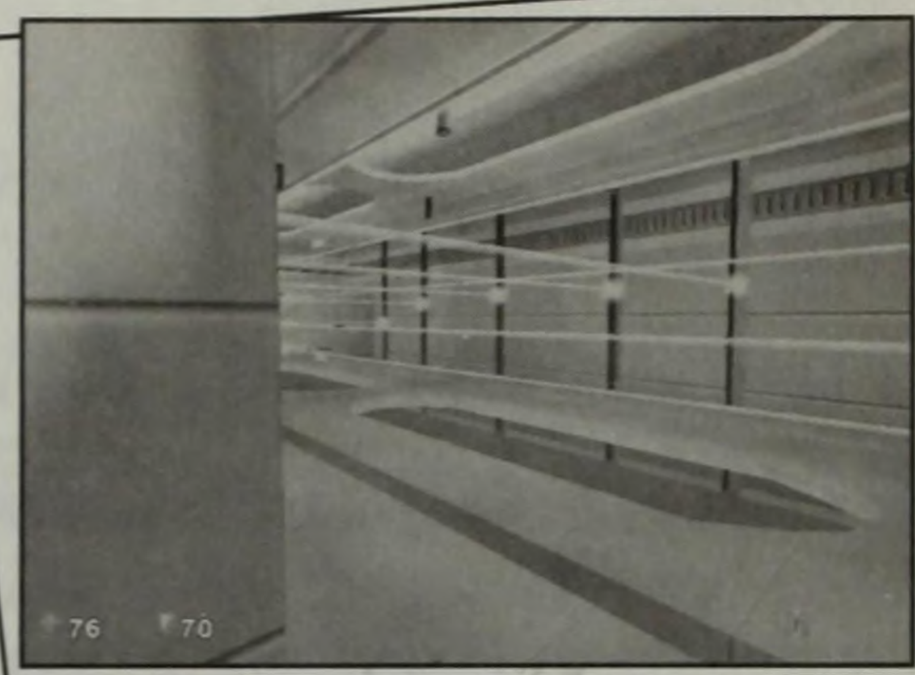


Fig. 12-46. Baron Dumas wasn't kidding. Only a fool would attempt to cross this room.

Crouch down and watch the lowest of the horizontal alarms. As soon as it starts moving away from you, move in and crawl toward the back wall. Approach the beam near the floor, and after it starts to come back toward you, jump over it. Continue under the beams to the doorway at the back of this room.

There appears to be no way to get through the next room. Alarms move in all directions—too many to keep track of. Fortunately, there is a way through. Open the grate at your feet. Drop to the floor below and crawl under the alarms.

At the far end, pop off the grate above you and jump up. You've made it to the safe. Jump out, put on your glasses, and snap a picture of the ledger. The scene switches now. You're outside and you've got what you came for, but Tom Goodman seems distressed. You quickly realize that he's being held at gunpoint by Volkov!

Volkov tells you to drop your weapon, but Tom tells you not to. Just as you appear ready to drop your pistol, Tom jumps in front of the Russian and tries to take the gun away from him. Volkov fires, and Tom tells you to run. You've just lost another partner.

Fig. 12-47. The evil Russian makes another deadly appearance.

CHAPTER 13: MISSION 9—RESCUE ATTEMPT

The Briefing: An Ounce of Hope, a Pound of Despair

Tom Goodman is dead, like Bruno, slain by Dmitrij Volkov. You stand on the firing range, reliving Tom's death and trying to work out your frustration and sorrow by imagining Volkov's face on the targets. But there is still work to be done. You are called into the briefing room for a new assignment.

Fig. 13-1. Goodman is dead, but he gave his life to a good cause.

Jones commiserates with you, but you still have a job to do. Goodman knew the risks going in, and the ultimate goal may well be worth his sacrifice. Jones recognizes that you are well-suited for your occupation, and tells you that you have performed extremely well so far, despite the severity of the task.

Smith tells you that there's been a break in the case. A train in the western U.S. has been making a series of unscheduled stops. It's possible that this not only has something to do with H.A.R.M., but also with Dr. Schenker. It's a slim lead, but Schenker may be in this hidden location. You must investigate and get the doctor out.

Fig. 13-2. Finding Dr. Schenker will go a long way toward thwarting H.A.R.M.'s plans.

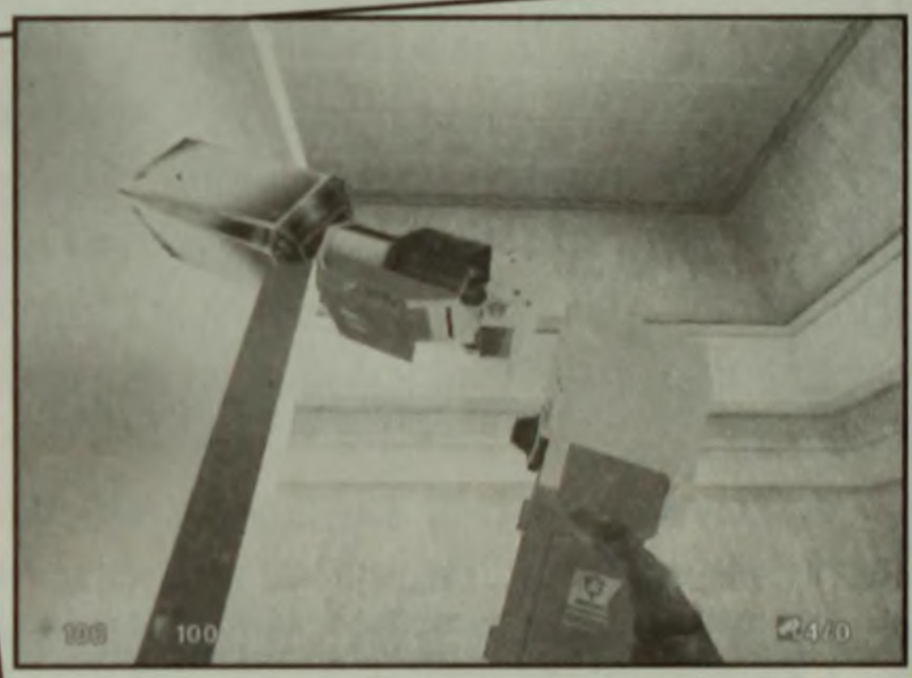


Fig. 13-3. Camera disablers help Cate get through tough areas.

As the briefing winds down, Smith tells you something interesting about Baroness Dumas. It seems that the Baroness and you had similar childhoods, but the Baroness became a very wicked, cruel woman because of it. Smith still thinks it's a tenuous lead, but you've got a hunch that she is in on H.A.R.M. somehow.

Before you head off, you return to the Advanced Field Tactics area. You check out the perfume, which is an acid compound that silently kills anything caught in the cloud. You also learn how to ride a motorcycle and how to use camera disablers, which allow you to circumvent camera security systems.

Scene 1

It seemed wisest to put you on the train that has been making unscheduled stops. You need to contact the UNITY agent onboard, discover the man in H.A.R.M.'s employ, then detach the caboose from the rest of the train.

Start in the galley. A couple of enemies talk outside. Turn around and carefully walk away from them to the door at the far end of the galley.

Fig. 13-4. The goons know Cate is here, but they don't know where.

Fig. 13-5. At first, the conductor is Cate's biggest enemy.

Fig. 13-6. The ticket Cate needs is in the second room on the left, near these thugs

Fig. 13-7. The conductor's office is near the front of the train.

Open the door and go through.

Your initial problem is the conductor. Walk forward through the car to the back of the next car. Hide in the bathroom to the right and listen for the doors to open and close. When the conductor has passed, step out of the bathroom and go right.

Make your way to the first car with private rooms. Two enemies talk at the far end. Kill them, or sneak by them. Inside the second door to the left, you'll find a ticket. Grab this, and you no longer need worry about the conductor.

Go back to the front of the train. When you reach the galley area, kill the two guards who were talking earlier. Keep going until you find the conductor's office. Go in and get the item off the desk. This will tell you where your contact is.

Naturally, he's toward the back of the train. Pass the spot where you got your ticket and through another car to the third car with private berths. Knock on the first door on the left. Your contact appears. He tells you that the assistant conductor seems to be the one in H.A.R.M.'s pay. His office is near the front of the train.

Fig. 13-8. Cate's contact tells her about the assistant conductor.

Fig. 13-9. The assistant conductor gives up without a fight.

Once again, head to the front. The second door on the right past the conductor's office is the assistant's room. Go in, and he'll surrender to you. Fight your way to the caboose.

Move back through the train cars cautiously. The goons are on alert now, and they are everywhere. Check behind every door, look everywhere for them.

Past the car where you found your contact, a couple of baggage cars harbor additional enemies. Kill them all. Jump over to the caboose and detach it. You're ready to infiltrate the enemy base.

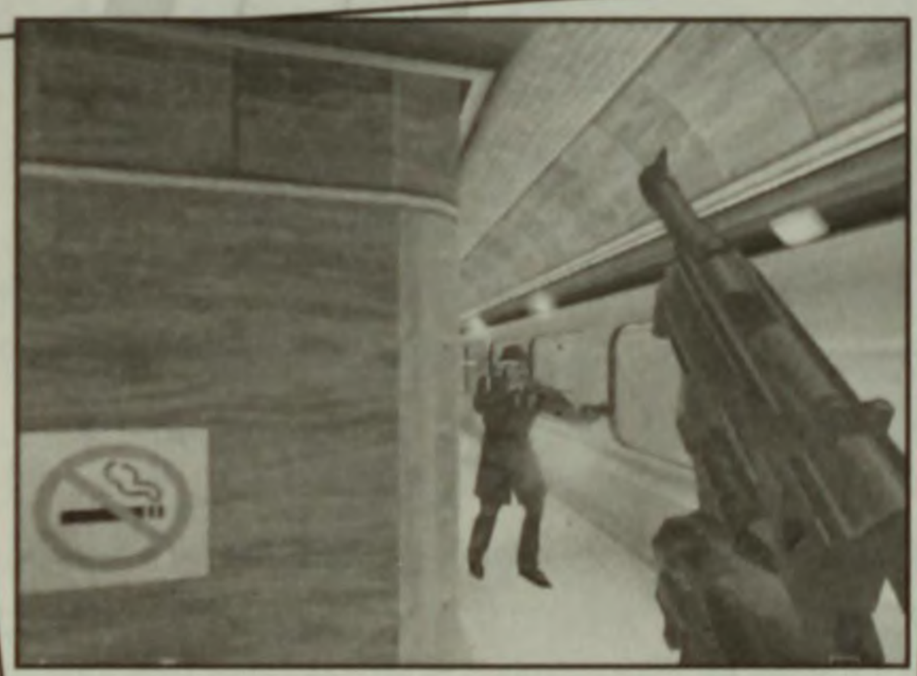


Fig. 13-10. Cate fights her way to the caboose.

Fig. 13-11. Cate's running back and forth is done.

Scene 2

You've made it to the hidden base. Now you must get inside and rescue Dr. Schenker.

While the caboose is moving toward the gate, you see a couple of guards talking. When they stop, they'll move to investigate. Jump off to the right and run for the cliff wall. Sneak around the wall to the freight cars in the back, then sneak around them to the boarded-up tunnel. Jump over the boards and jump inside.

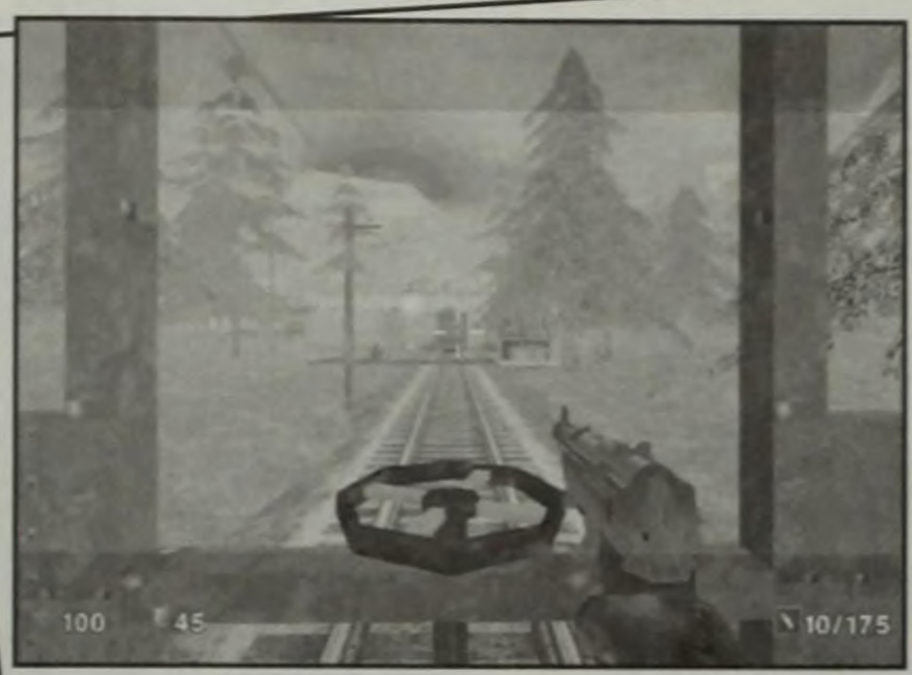


Fig. 13-12. The caboose pulls in to an unlikely station.

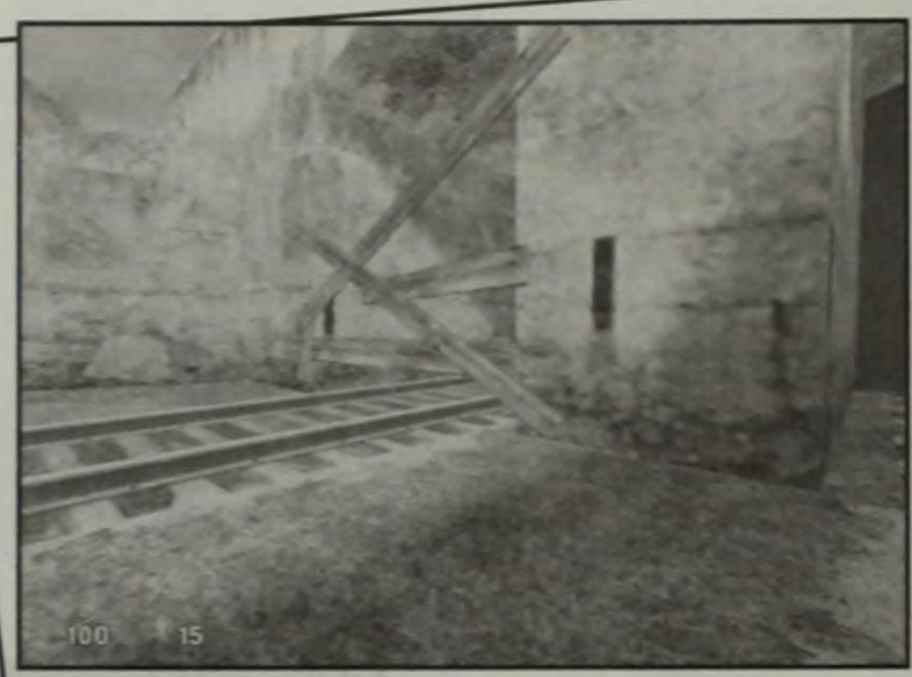
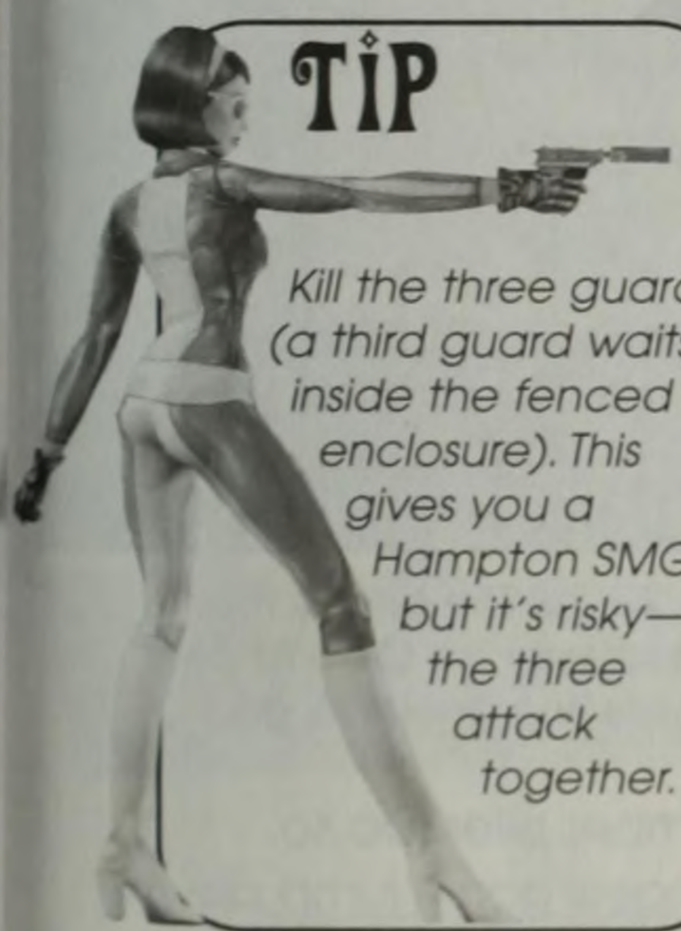


Fig. 13-13. The main base lies behind this boarded-up tunnel.

Follow the tunnel until it opens into a wide area. A guard patrols the high bridge ahead of you. If you take your time, you can drop him with a single pistol shot. He falls off the bridge, giving you a Hampton SMG. Go around the building to the left and climb up the ladder. Be careful of the camera at the top. When it is turned away, move beneath it.

Keep your eye on the camera above you. When it has panned away, run across the bridge to the other side. Follow this path until you come to a building with large concrete doors. There's a hole in the wall to the left. Crawl in.



TIP

Kill the three guards (a third guard waits inside the fenced enclosure). This gives you a Hampton SMG, but it's risky—the three attack together.

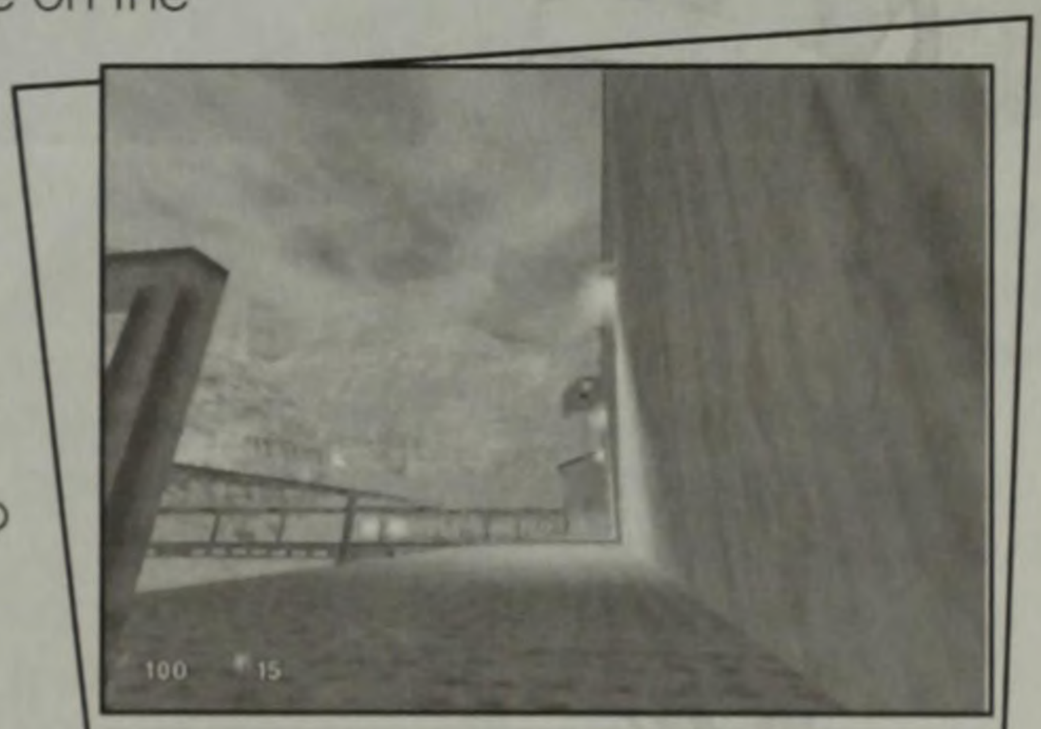


Fig. 13-14. Cate climbs to the area overlooking the train yard.

There's only one path to follow under the house. Keep crawling until you find an area with a broken floor. Climb up the beams and go to the door in front of you. Open it and head out into the lumberyard.

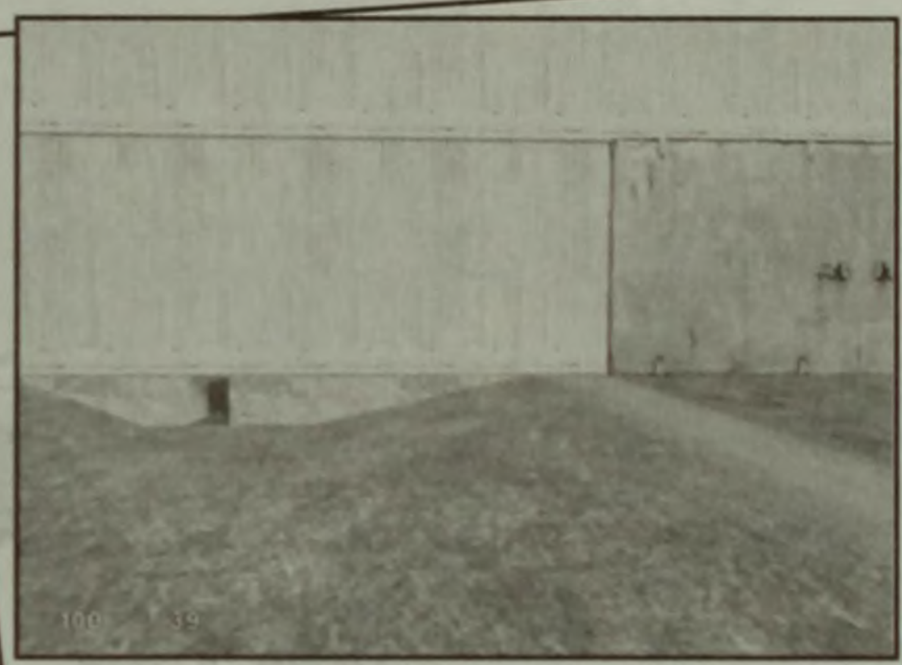


Fig. 13-15. The crawlspace at left offers a way under this guardhouse.

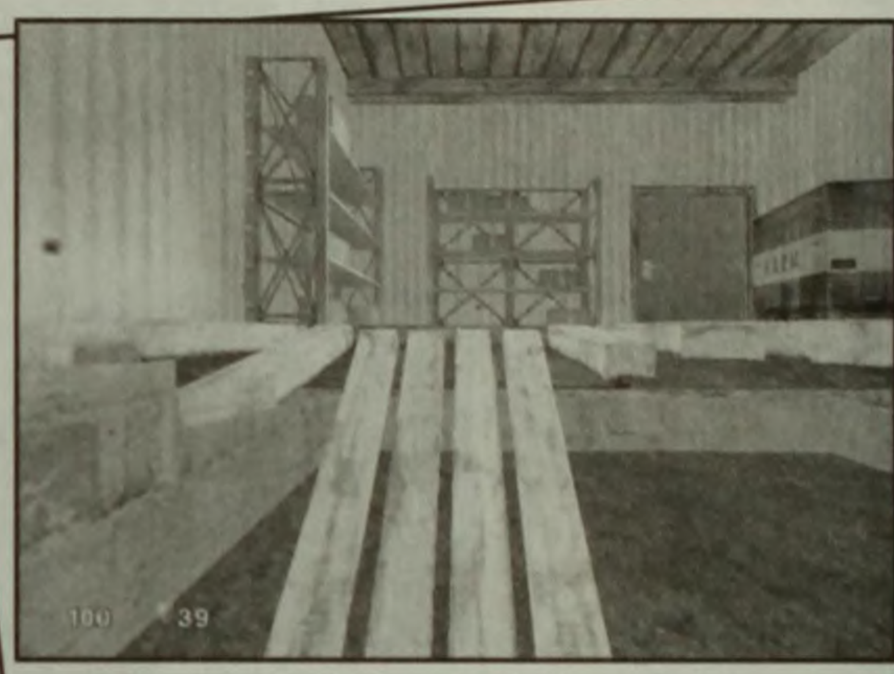


Fig. 13-16. These beams take Cate to ground level. The lumberyard lies through the door straight ahead.

Move quietly and arm your acid spray. Use it on the guard resting against the lumber to the left, then head into the main lumberyard area. Move through the lumberyard, taking every right turn. Eventually, you find an area where you can jump on to the lumber piles. Do so. Spray a couple of guards on the ground with acid. When the cloud of gas is gone, jump down.

Fig. 13-17. Cate eliminates two more guards silently.

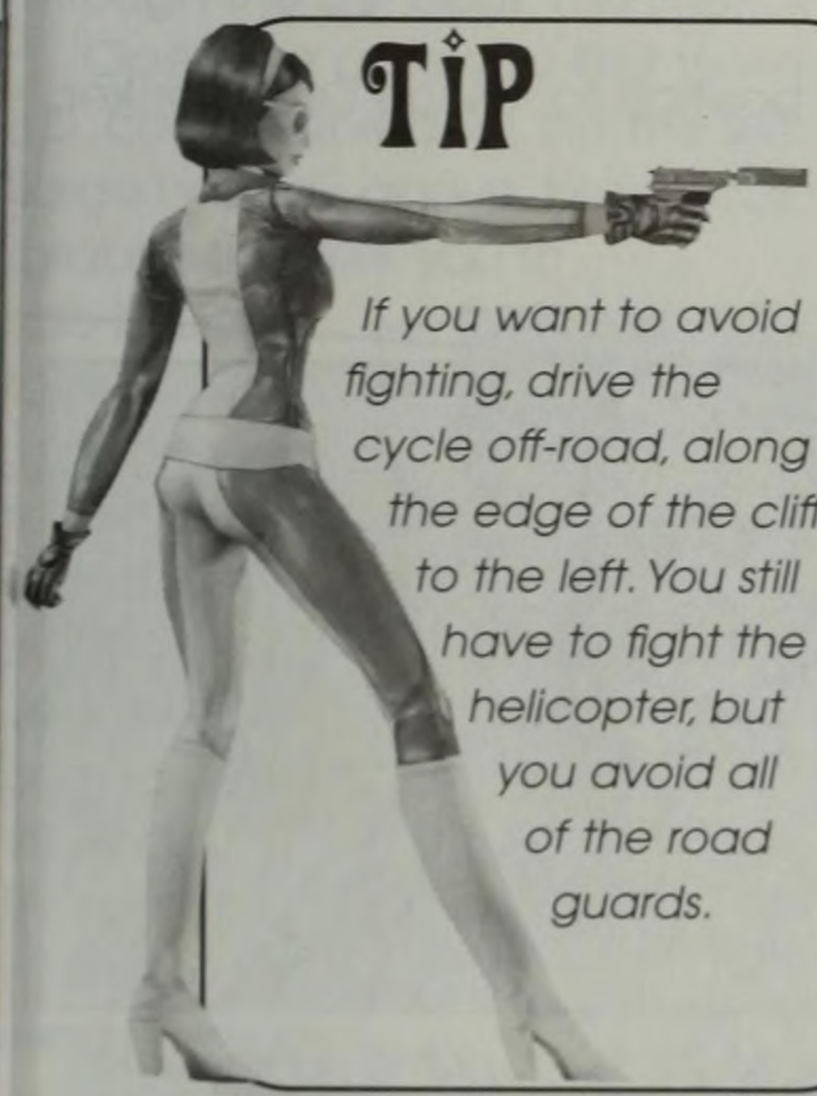
Fig. 13-18. The bike is the quickest way for Cate to get where she needs to go.

Move under the camera directly ahead of you and equip a weapon. Gun down the two guards past the motorcycle. After they die, watch the camera above you. When it is panning to the right, run to the motorcycle, get on and go forward. Get the weapons from the two dead guards as you pass them. Past a curve, there is a gatehouse containing a couple of guards. Dismount and kill the guards.

Get back on the bike and drive toward the gate. Instead of crashing through, you're going to jump it. Drive up the broken wooden beams on the right. This takes you up and over the gate. You might need more than one attempt. This is easiest at moderate speed. If you wish you can open this gate manually and just drive through.

Fig. 13-19. The gatehouse stands in Cate's way.

Fig. 13-20. Cate uses the cycle as an offensive weapon against this hapless guard.



TIP

If you want to avoid fighting, drive the cycle off-road, along the edge of the cliff to the left. You still have to fight the helicopter, but you avoid all of the road guards.

The road is open but filled with guards. Dismount and shoot them, or simply run over them with the cycle. Continue down the road until you spot the helicopter.

Stop when you have a good view of the helicopter, and arm an AK-47 (you should have at least four of them by now). About a clip-and-a-half takes down the helicopter. When it is gone, get back on the bike and move forward slowly.

A little farther up the road is a large tower to the left. A couple of nasty guards wait at the top. One holds an AK-47, the other is packing a grenade launcher. Kill them both, then drive the motorcycle to the ladder that leads to the tower's top.

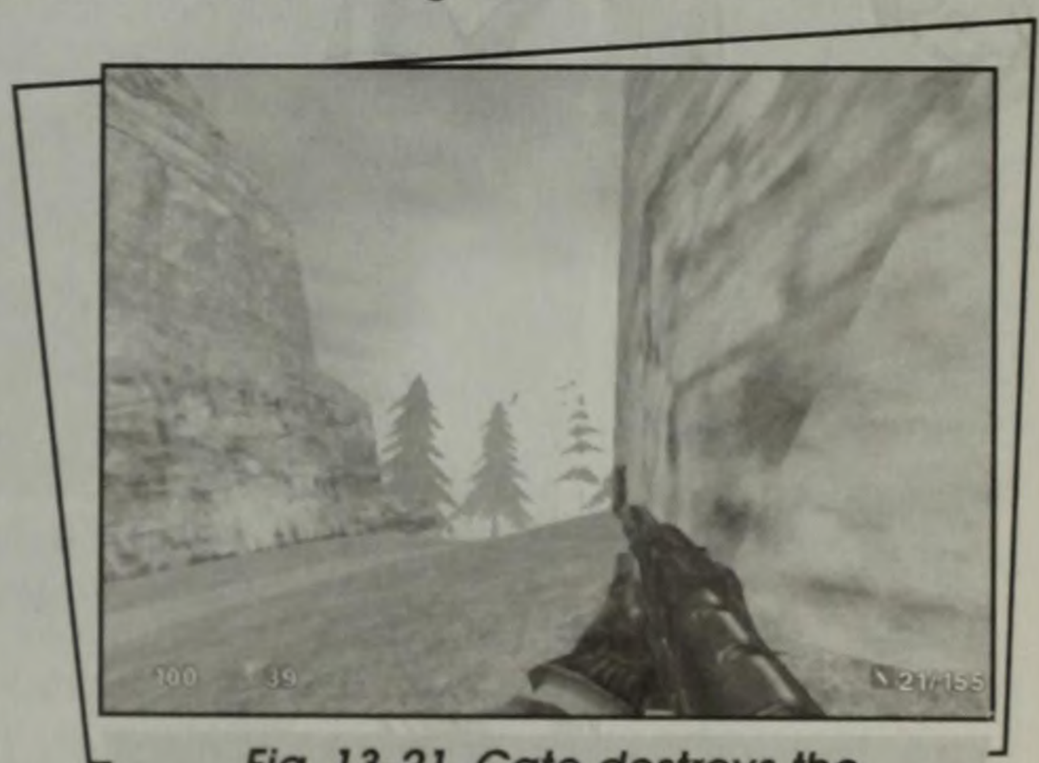


Fig. 13-21. Cate destroys the helicopter with the AK-47.

Climb it and get the grenade launcher, a UNITY case, a codebreaker, and some body armor. Push the button here before going back down the ladder. This opens a secret panel in a rock across from the tower. Use the Code Decipherer on the keypad there to open a huge door in the rock.

Fig. 13-22. This tower is heavily defended.

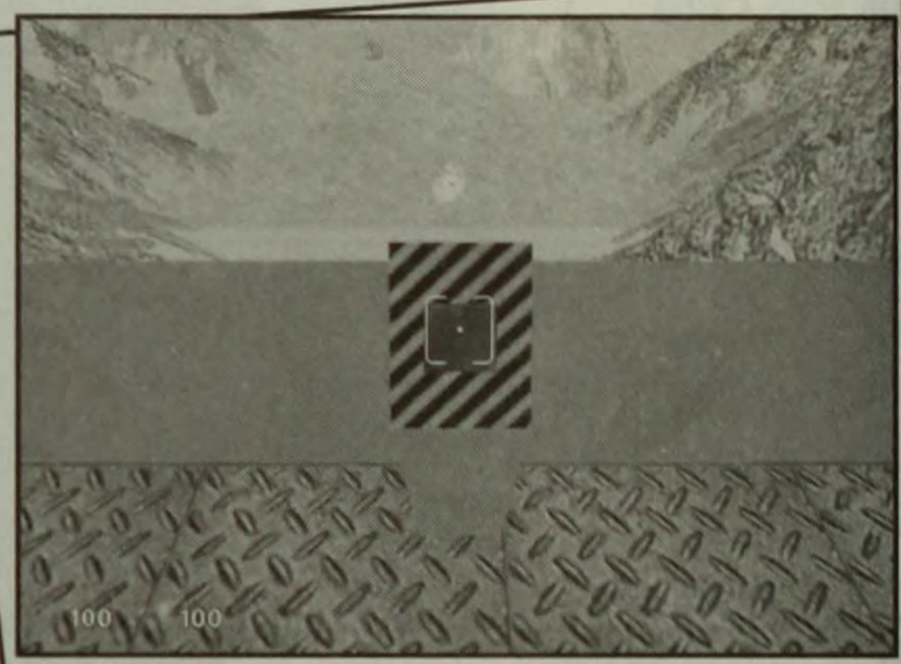


Fig. 13-23. The tower button opens the control panel below, which opens the door to the base interior.

Hop back on the bike and drive it into the tunnel. You're now in position to rescue Dr. Schenker.

Scene 3

This is the secret laboratory, but the way in is heavily guarded. Dr. Schenker is sure to be deep inside this base, to protect him and prevent his escape.

Fig. 13-24. Cate starts on a long, twisting catwalk.

Fig. 13-25. Cate pushes deeper into the base.

Begin on a long metal catwalk. Walk down it, keeping your eyes open for enemies. H.A.R.M. troops infest this base; there's no way to avoid detection. Don't worry about it. Pull out your AK-47 and shoot whomever appears.

The catwalk ends at a set of stairs. Head down them and into the guard building at the bottom. Flip the switch on the wall, which opens a huge door just outside. Head down the hallway beyond that door next. If you don't have a lighter, there's one on the desk in the first room to the right.

Follow the corridor to the double doors at the end. Push the control panel to the right to open the doors and continue down the next hall. Take the ramp to the right down to the next area. At the ramp's bottom, head through the archway to the right, move through the next area to the right and go through the first door you find.

Fig. 13-26. The H.A.R.M. goons are chasing Cate. She's got to keep moving to survive.

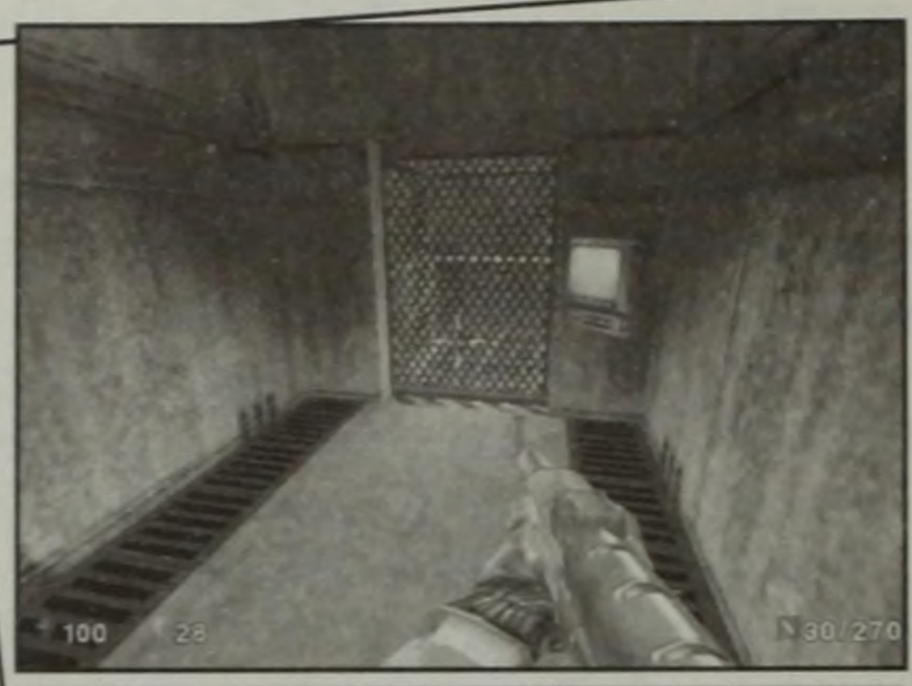


Fig. 13-27. With the item she just picked up, Cate can access this elevator.

Open the gate you find there with the welder and go around the corner to the desk. Grab the I.D. card off the desk, flip the switch to turn off the security system, then retrace your steps to the large hallway above. Keep your eyes right, and go to the elevator. The intelligence item you just grabbed allows you to use it. Go down.

When the elevator stops, turn right and follow the twisting corridor to its end. Automatic doors at the end open for you. Continue following the hallway until you come to a large floor grating. Just beyond and to the right is an elevator. Take it down.

Fig. 13-28. This elevator sits just past the grating in the large hallway.

Fig. 13-29. Dr. Schenker is waiting behind this locked door.

Leave the elevator and go left. Walk through the doorway at the end. Follow the new hallway until it splits, then take the left branch. The doorway at the end is locked. Shoot the lock off and go in to find Dr. Schenker.

Dr. Schenker is more than happy to see you. He tells you that if he had known this was to be his fate, he never would have left Berlin. It appears that H.A.R.M. engineered his defection, planning to kidnap him the whole time. He will now follow wherever you lead.

Go out through the door and turn left. Use the Code Decipherer on the door ahead, then go through the next hall. Stop at a huge industrial area where large bolts of lightning strike the ground.

Fig. 13-30. Cate must get herself and Dr. Schenker through this area.

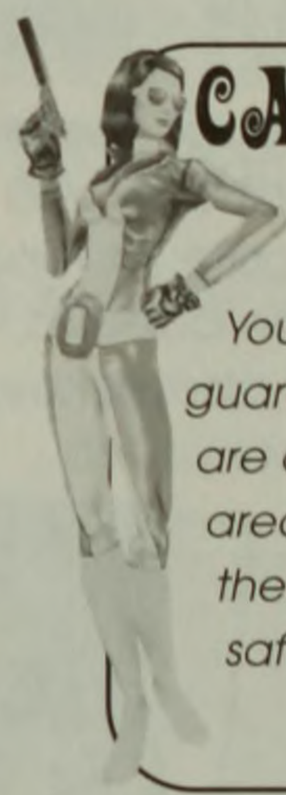
The electrical bolts strike the metal floor areas, but the concrete slabs are safe. The bolts strike in a repeating pattern. Watch them and move through during the longest time between strikes. Both you and Dr. Schenker have time to get across. Standing on a metal area when a bolt strikes will instantly kill either of you.

At the far end, use the Code Decipherer on the door, go up the staircase and look up. Three H.A.R.M. thugs lurk on the balcony. You must kill them before they kill Dr. Schenker.

Open the door to the right of the stairs, and head through. Go all the way up the ramps and stairs to the top. You come to the balcony where the thugs were attacking you. Run up the stairs there and into the next area to complete your escape.

TIP

You have to cross five pads. Go right, then left, left again, right, and finally straight ahead. Save your game frequently through this area.



CAUTION

You may spot guards as you are crossing this area. Shoot them from a safe area.

Fig. 13-31. Cate clears the way for her and Dr. Schenker.

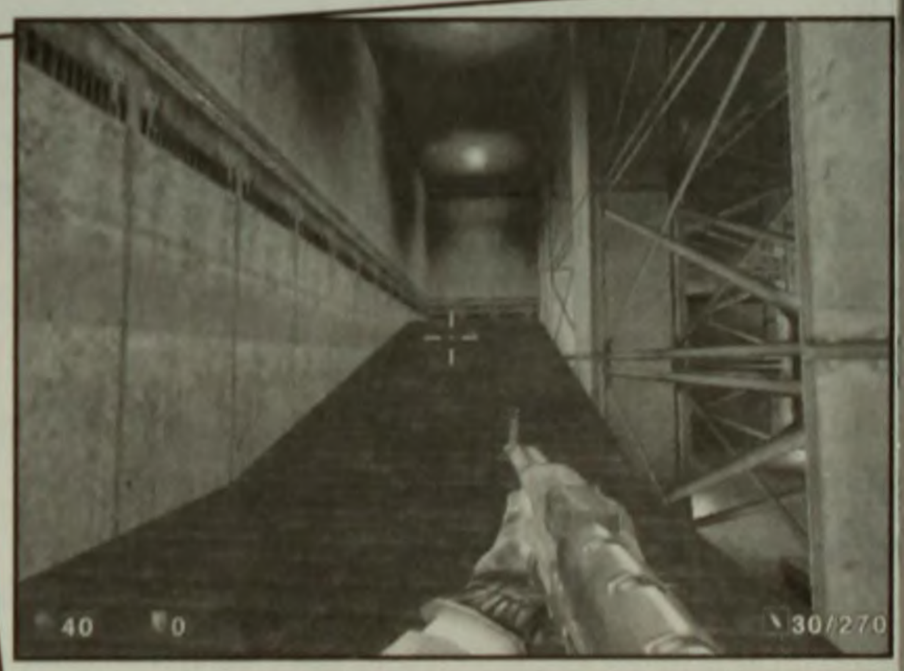


Fig. 13-32. Cate and Dr. Schenker are close to escape.

CHAPTER 14: MISSION 10— TROUBLE IN THE TROPICS

The Briefing: A Stern Warning

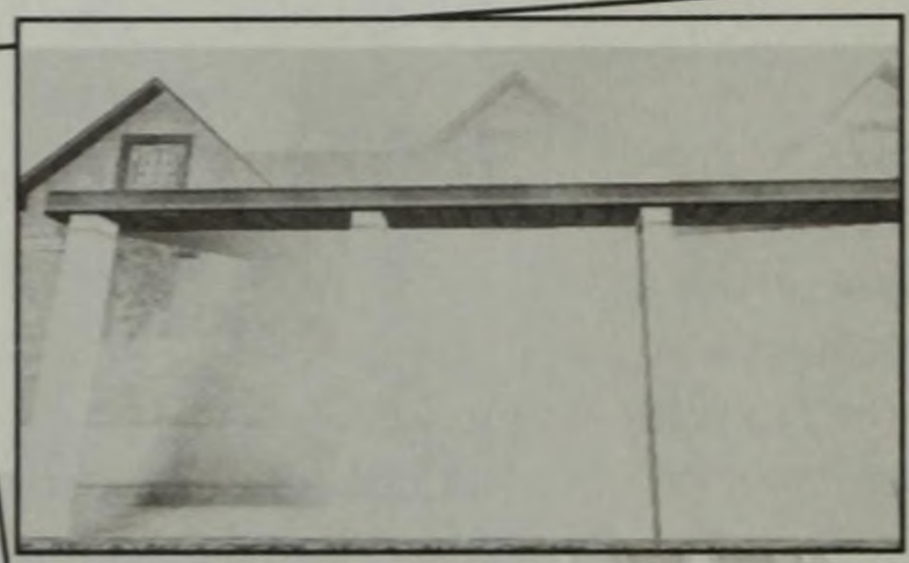


Fig. 14-1. Another H.A.R.M. explosion claims innocent lives.

You've taken back Dr. Schenker, and H.A.R.M. has retaliated. Another explosion has occurred, this time in Shilling, England. The death toll from this explosion was near 1300 innocent lives. It seems interesting to you that Shilling is the original home of Baroness Dumas, but Smith suggests that this is speculation of the worst sort. H.A.R.M. says it will retaliate every 48 hours until Schenker is returned to its facility.

You now have two days before H.A.R.M. begins detonating people. Unfortunately, you don't have the antidote for the formula, nor the list of infected people. According to Schenker, the antidote is unstable and must be created in zero gravity, which implies that H.A.R.M. has a space station. Schenker has seen the antidote, so H.A.R.M. must have the ability to create it. There have been some unscheduled rockets lifting off from a base in the Caribbean. This is your next target.

On this mission, your code name will be Foxhunt, and UNITY will be Foxhound. This stems from a childhood experience of yours, when your father took you on a foxhunt. The fox escaped, and you were so impressed with it that you adopted it as your own personal symbol, even calling yourself the Fox during your thieving career.

Before you leave, report to Advanced Field Tactics to check out the new mine detector function on your sunglasses.

Scene 1

As the mission starts, two nearby guards discuss the arrival of a supply submarine. Jump into the water to your right and swim to the other side. Be careful of the camera over the

Fig. 14-2. Cate is safe from detection underwater.

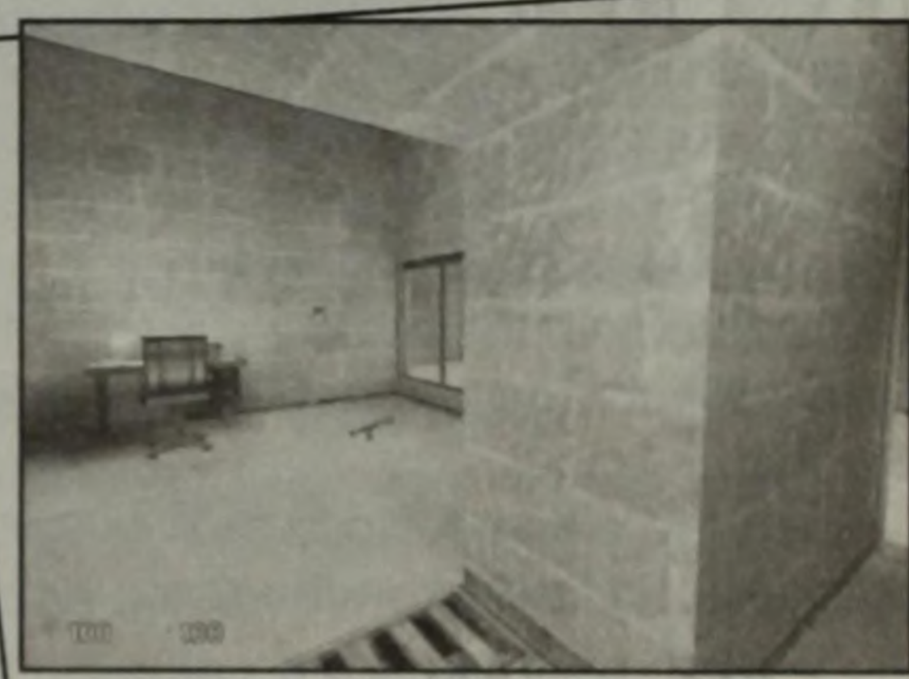


Fig. 14-3. Cate has cleared out the first guard.

bridge to your left as well as the one over the door. When you can, go through the door under the camera.

In the hallway beyond, two guards talk. Wait for them to finish. One walks into the nearby office; the other starts patrolling through the door at right. Sneak into the office and wait. When the camera outside pans away, kill this guard and take his weapon, then return to the doorway. Go down the hallway across from the office. At the end of the hallway, use the code breaker on the door. Go up the stairs and shoot the radio. Now you need to get to the elevator.

Fig. 14-4. Another guard in the wrong place.

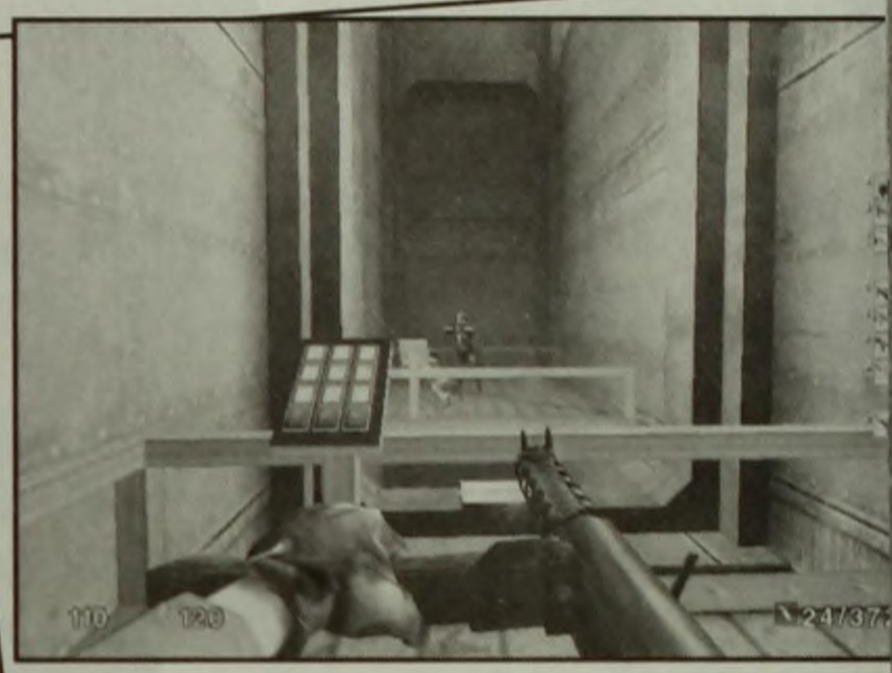


Fig. 14-5. When Cate kills off this guard, the elevator he is standing on explodes.

Fig. 14-6. Just a few more guards and Cate is home free.

Fig. 14-7. The next part of the mission awaits behind these doors.

Head back to the double doors, go through the warehouse, then grab the armor and intelligence. Go through the double door at the far end, turn right and shoot the guard, then get on the elevator. Take it up.

When the elevator stops, look across the gap. Pick off the guard standing here, and the elevator explodes and falls down the shaft. Jump to the center column and climb up the ladder to the floor above.

Go through the double door at the top and through the door on the right. Head up the stairs to he area at the top. There are two guards in the guardroom here, one on the catwalk outside, and ne on the floor below. Kill off all four, then move to the door ahead to the right.

Use the codebreaker on the door here. When it completes its work, get the codebreaker and ead through the door. Walk down the corridor to complete the scene.

Scene 2

ou've made back to the urface of the sland. Now ou must find our way into he launch facilties on the ther end of he island—quite a trip.

H.A.R.M. goons are loading equipment onto a helicopter. You'll have to deal with several guards.

While these guys talk about getting rid of the crates, hop out and start shooting. Take out the guard in front of you first, then the one who comes around the crates. Another lurks in the distant tower. When all three are dead, move out and follow the path to the right.

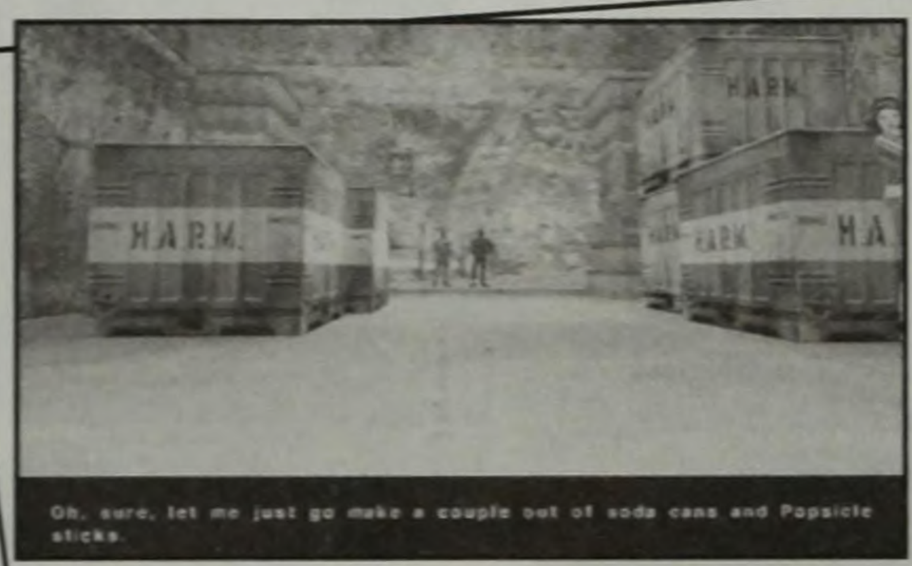


Fig. 14-8. Cate takes cover while the guards discuss supply problems.

Fig. 14-9. Cate takes down the second guard and has to deal with another in the tower.

Fig. 14-10. Cate takes aim at another tower guard.

Fig. 14-11. The way ahead is blocked. Cate can take the path at right to the launch facility.

You come across two guards around a bend. Take them both out and wait for a third to come down the road. Beyond him, there are two towers, each with a guard. Take both guards out.

Continue following the path until you see a fence ahead. You can't get through it. Veer off and take the path to the right. Follow the road here and kill the next set of thugs you come to.

Beyond these goons is a large, rickety wooden bridge with three enemies on the far side.

Kill them off. As you go across, you notice some weak boards. They will collapse if you stand on them long, so run across, jumping over the large gap. Continue down the road.

Fig. 14-12. This bridge has seen better days.

Fig. 14-13. Cate fights her way into the old fort.

Take out the guard standing at the path's end and two near the fence at right. Then go left down the road. You won't encounter anyone until you find the large stone fort at the end. Move in with the Geldmacher and kill the guard in the back, then back up and take out anyone who approaches.

There is a guard is on the platform to your right. Kill him, then go up the ramp at right and into the doorway beyond. You've been detected, and the goons here are ready for you.

Move in carefully and kill the first person you see. You must get rid of three or four guards plus technicians here. When they are all dead, go forward and out the door on the left, which leads to a small stream.

Fig. 14-15. This door opens onto a small tropical stream.

Follow the stream. It eventually widens and reveals a large central plateau with a guard tower. There's a guard atop the tower and two on the ground. You must kill them, but they have a significant advantage in altitude. The Geldmacher is the best weapon.

When the guards are dead, look up. There's a ventilation tunnel high in the cliff wall. Attach your zip cord to the hook at the top of the tunnel.

Walk forward into the tunnel to the next scene.

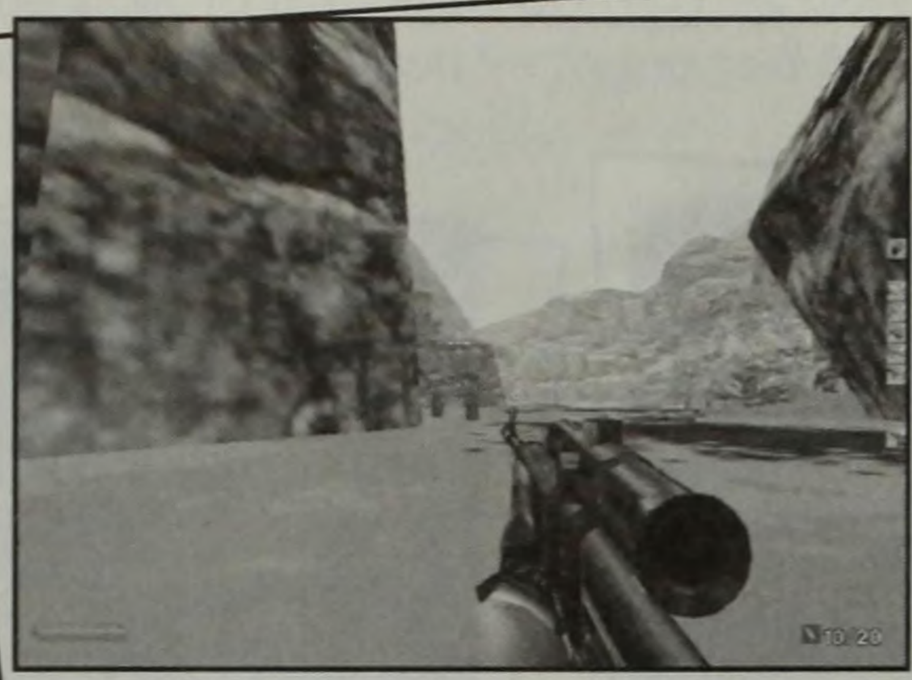


Fig. 14-16. The guards know Cate is here, and they won't hesitate to shoot.

Fig. 14-17. Cate uses the zip cord to reach the ventilation tunnel above.

Scene 3

The piping system you've entered leads eventually to the launch facility. You must check for the list and the antidote without being spotted. If you are caught, your cover is blown and the mission ends.

Walk forward through the tunnel until it opens into a larger area. Use your welder on the locked gate at your feet and climb down the ladder to the beam. Jump to the next ladder and climb down to the next beam. Repeat with a third ladder.

There's only one place to go from here. Step off the beam and drop into the pool. When you surface, take one of the exit tunnels on either side and start walking through it.

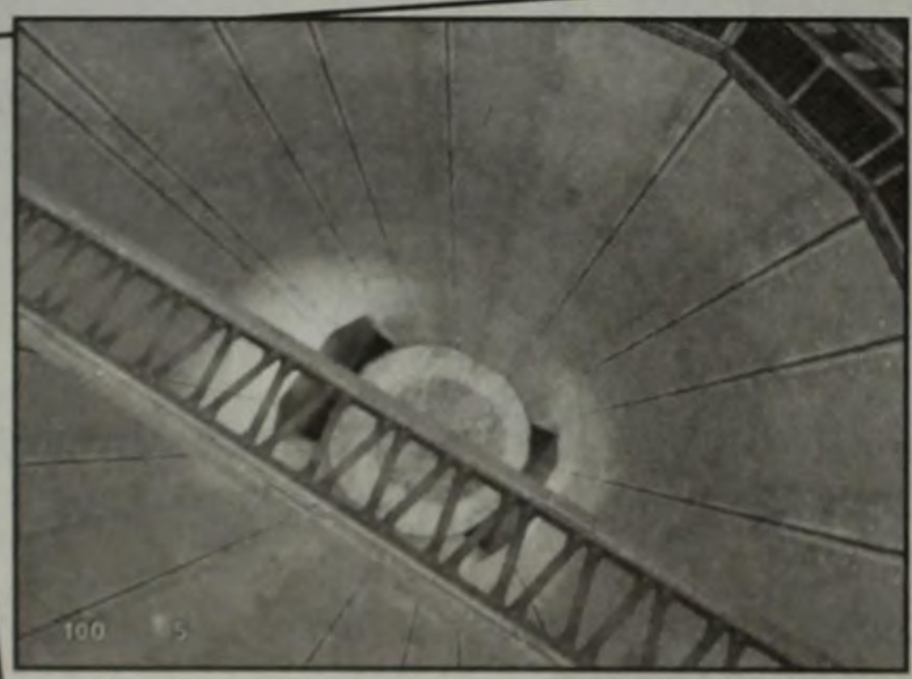


Fig. 14-18. Cate's series of daring jumps brings her to this beam over the water.

Eventually, you come to a split where you can go straight or off to the side. Take the side tunnel, which leads to a new pool. Drop into it and swim forward.

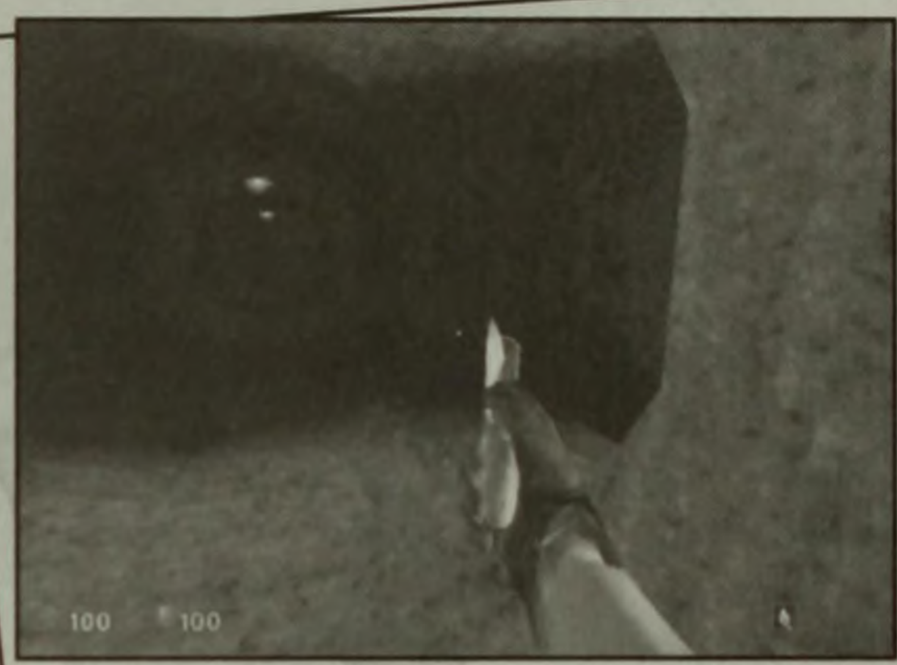


Fig. 14-19. The side tunnel is difficult to spot, but it leads where Cate needs to go.

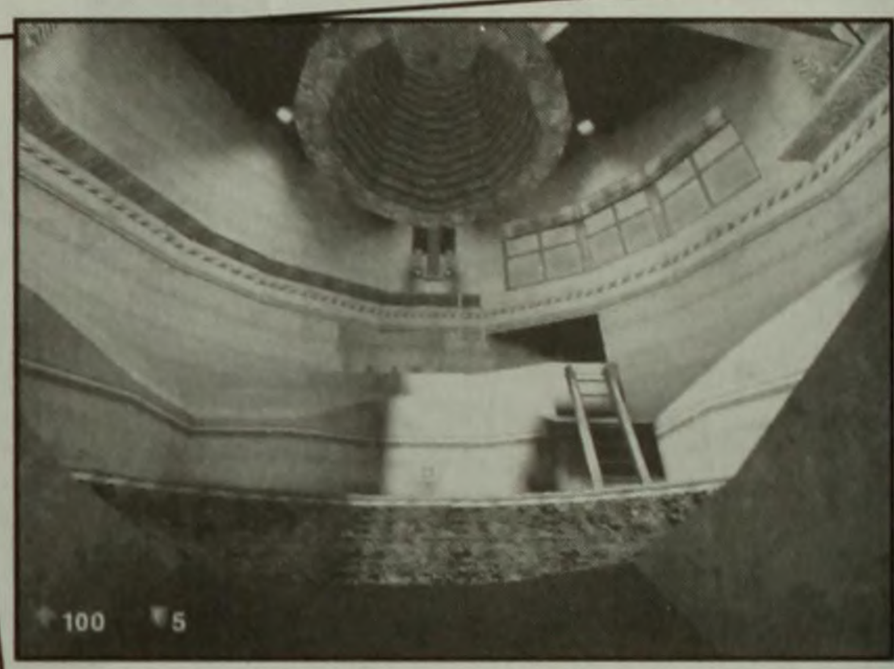


Fig. 14-20. Cate finds the rocket engine testing facility.

What you find is H.A.R.M.'s facility for test firing their rocket engines. Two scientists in the control room discuss an unscheduled test. While they are talking, swim forward and climb up the ladder. Go to the next ladder and switch to the welder again.

Fig. 14-21. Cate burns through the locks while the scientists argue.

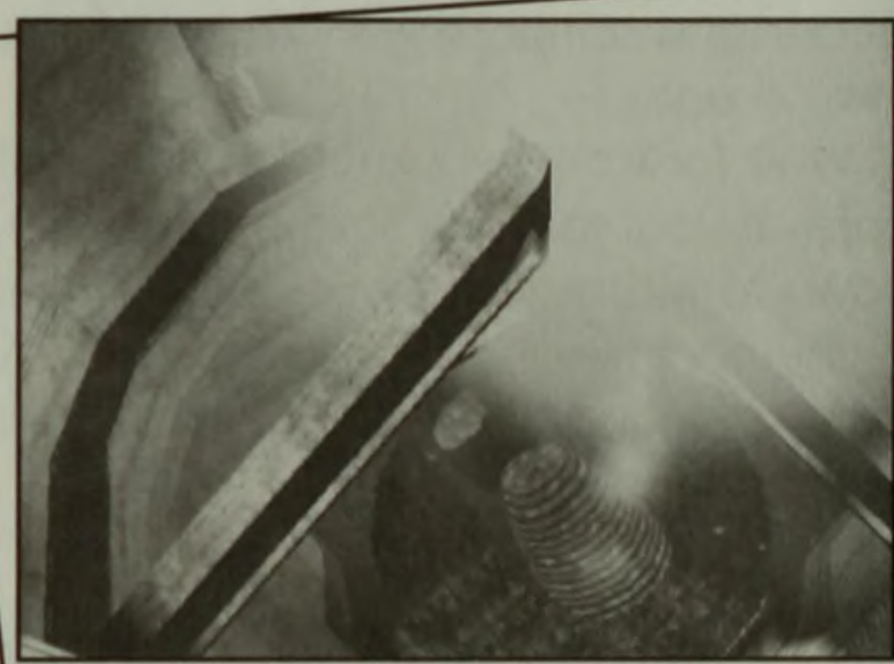


Fig. 14-22. It appears the rocket engine wasn't fastened properly. How could that have happened?

While the scientists are arguing, you need to make sure that the rocket test fails. Use the welder on the eight padlocks holding the rocket engine in place. You have one minute after they finish talking to complete this task and get to safety, so start burning through the locks immediately.

When you are done with all eight locks, go back down the ladders and into the water again. Swim away from the rocket as far as you can. You'll be treated to a short movie of the rocket starting up and crashing into a pile of scrap.

Leave the water again and go back up the ladders. The control tower windows have been smashed. Jump over to them and head to the staircase at the back. Go down to the floor. A horde of goons will run down this hallway at you. Line them up and shoot them down. Walk past the first door on your left and the small cafeteria on your right to the door in front of you. Use the code-breaker and go through.

Now walk up the stairs to the next door. You still don't have the list or the antidote, but you've managed to get much further inside H.A.R.M.'s facility.

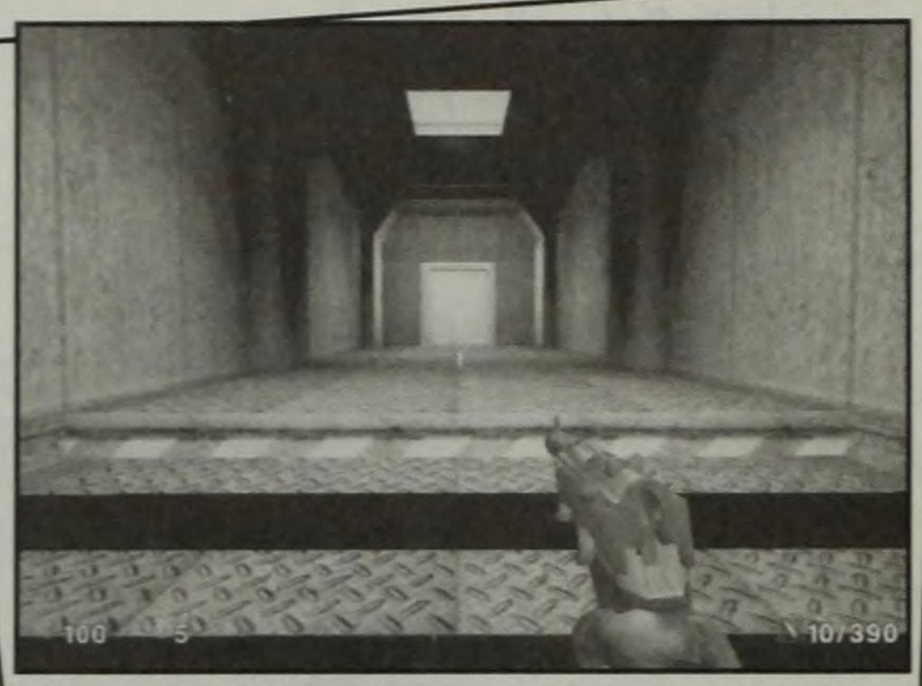


Fig. 14-23. Cate has reached the innermost part of H.A.R.M.'s launch facility.

Scene 4

Now things get really nasty. The inner area of this facility crawls with guards and scientists, and you can't risk being spotted. If you are seen, your cover will be blown before you have a chance to react, so proceed with supreme stealth and guile.

The start requires a lot of cat and mouse. You need to move forward, but there are technicians and H.A.R.M. goons everywhere. Move when the technician near you is looking away and head for the crates to your left. Wait here, crouching.

The next move requires precise timing. When the goons are looking away, stand up and jump over the crates. Run for the open doorway to your left. You should be able to get there before the two scientists can turn to look at you.

Once inside, run to the right, then take the first left into the locker room. Turn left again. A pair of scientists talk about another criminal organization. Pull out your spear gun and nail them both.

Go back to the main hallway and follow the rooms around to the far side of the building. Exit through the reddish door and turn right. You are looking out into the main compound. You need to get to the far side. Move when the goons are turned away, climb up on the crates, then follow the tunnel around the other side.

Fig. 14-24. The door Cate needs is on the left wall, currently hidden. The guards are in perfect position for her to make a run for it.

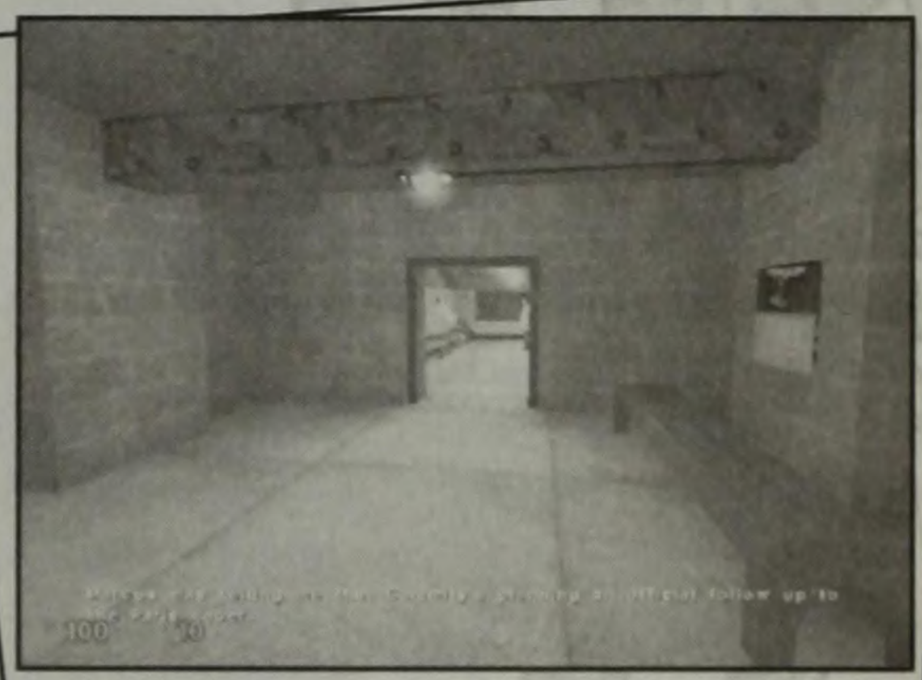


Fig. 14-25. Killing scientists may not be nice, but all's fair when the safety of the world is at stake.

Turn right at the far end and listen to the two scientists converse. They are talking about the failed rocket test. Walk past them around the corner and through the door at the far end of the hall.

Fig. 14-26. Cate's next goal: get across this open compound.

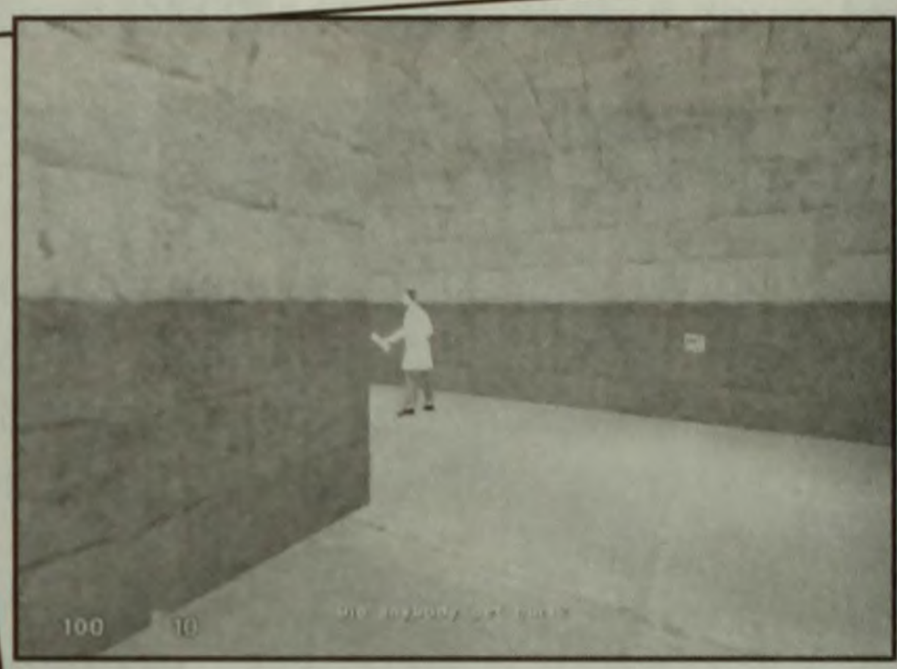


Fig. 14-27. News of Cate's handiwork travels fast.

The next room is a problem. A H.A.R.M. goon patrols it, and one of the scientists you just passed is on his way here. There's no way around the goon. Pull out your pistol and kill him quickly to prevent him from raising the alarm. Fortunately, the area is fairly loud, masking the noise.

Go through the door at the far end of this room and up the stairs. Move behind the crates and listen to the two scientists talk. They give you some important information. First, that this base is out of antidote. Second, that the next scheduled rocket takes off this afternoon for the H.A.R.M. space station where the antidote is made. You've got to be on that rocket. Use the radio in this room.

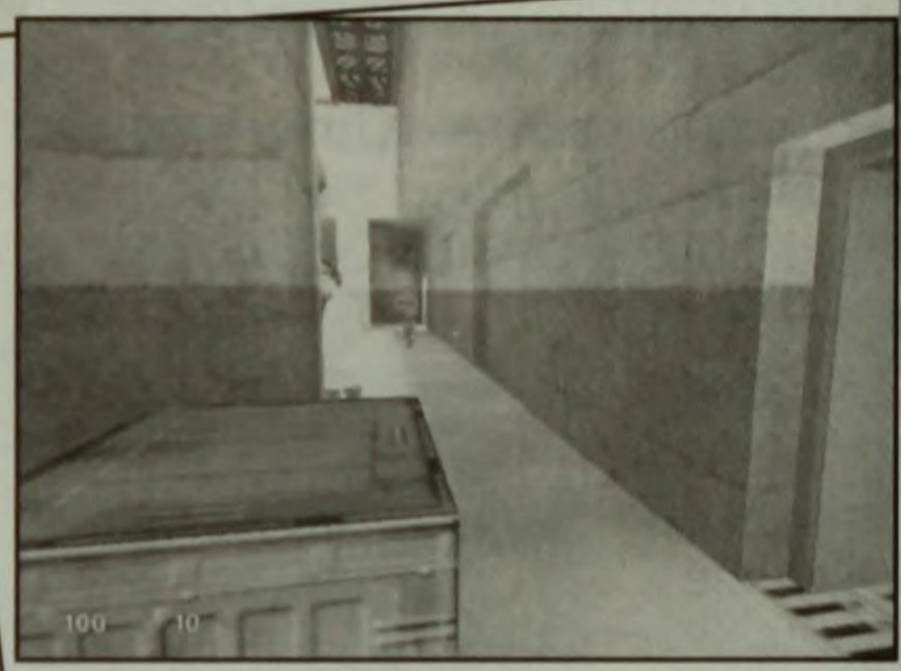
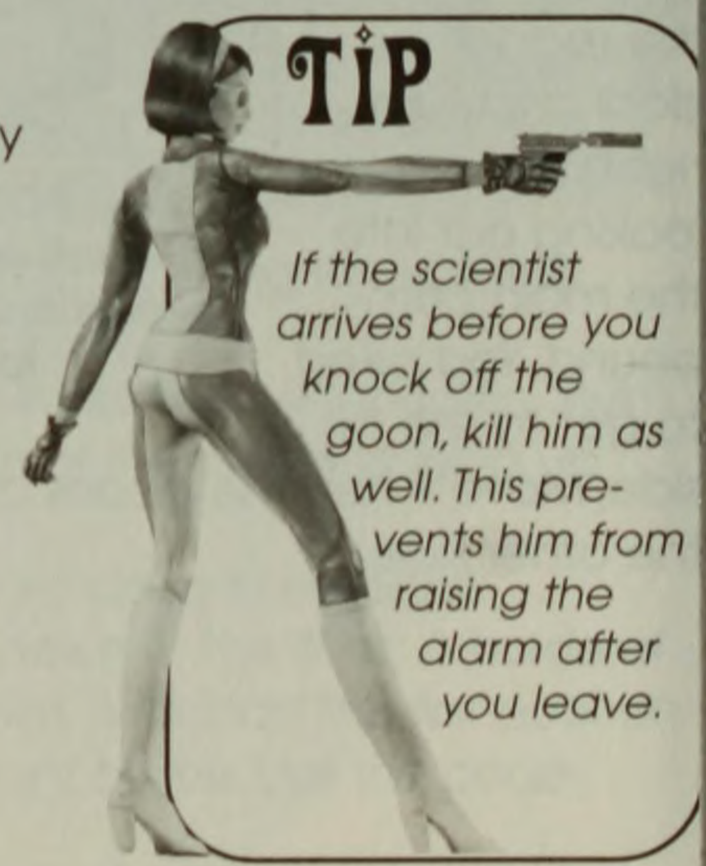


Fig. 14-28. Cate has no choice but to kill the goon and the scientist.

The next move is very tricky. A pair of goons patrols the courtyard beyond the two scientists, and getting around them requires extremely difficult timing. There is a way to handle it, though. Pull out your spear gun again.

When the goon on the ground is over to the right, nail the goon on the balcony. He goes down without a struggle. Wait for the other guard to walk from right to left near the back of the area. Nail him when he walks past, then walk by the scientists and up the stairs to the left, into the next building.

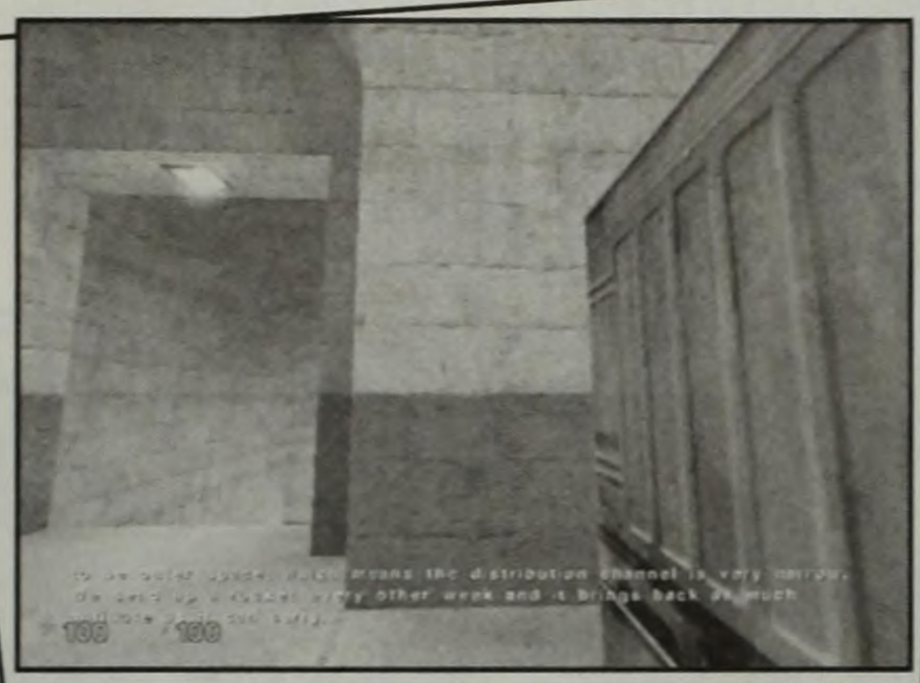


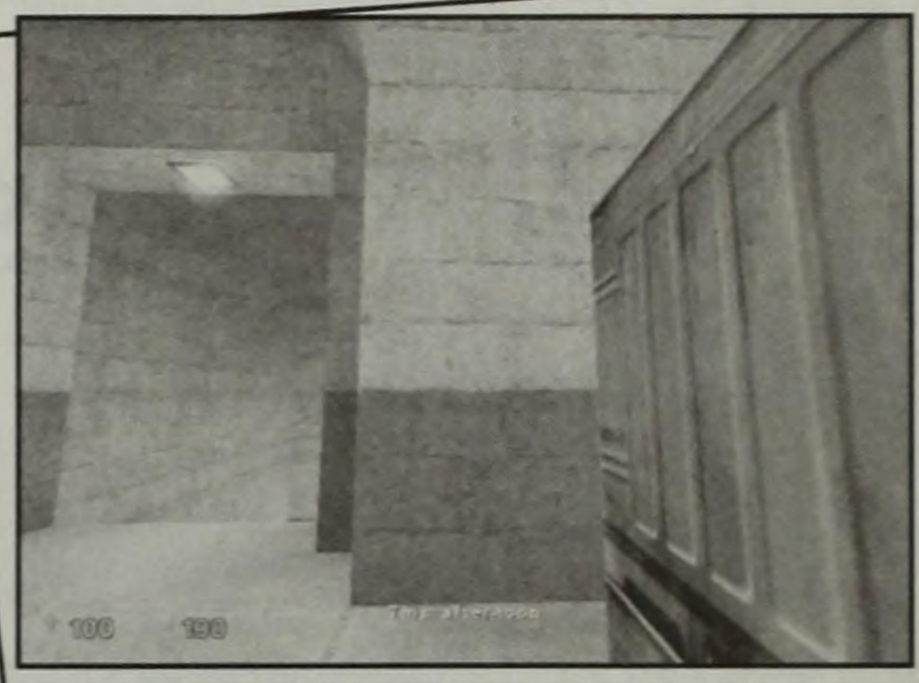
TIP

If the scientist arrives before you knock off the goon, kill him as well. This prevents him from raising the alarm after you leave.

Chapter 14: Mission 10—Trouble in the Tropics

Follow the tunnel to the open doorway. Listen to the two scientists talking about canceling the launch. Backtrack down the hall and wait. One of the scientists walks out into the hall toward you. Nail him with a silent weapon. Move into the control room, take out the thug and the second scientist, look down to the lower level, and pin down the goon here. Leave through the door on the other side of the room.





Figs. 14-29 and 14-30. Cate learns some critical information.

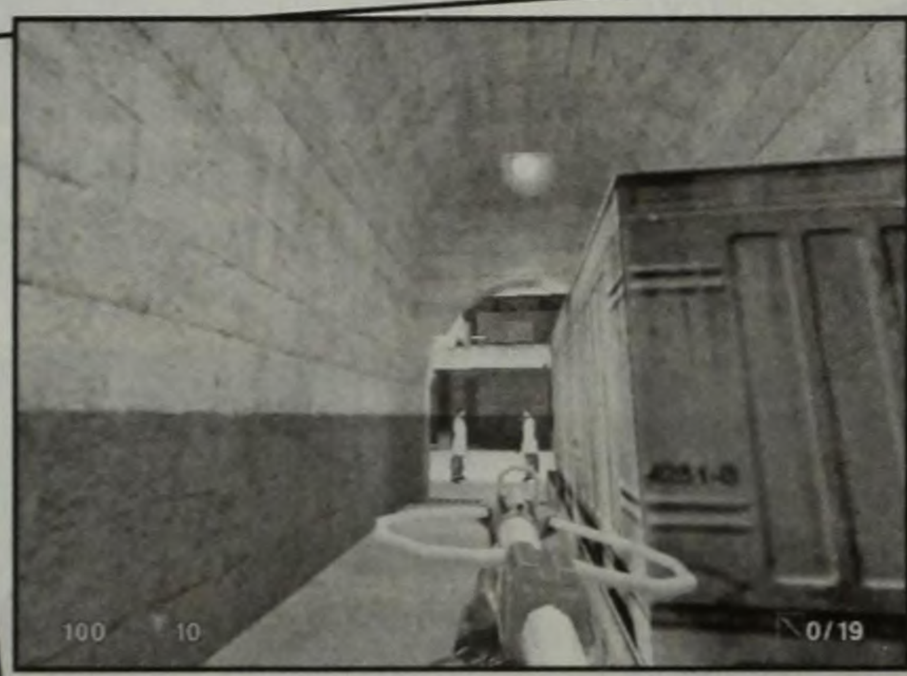


Fig. 14-31. Cate pins the goon to the back wall of the balcony.

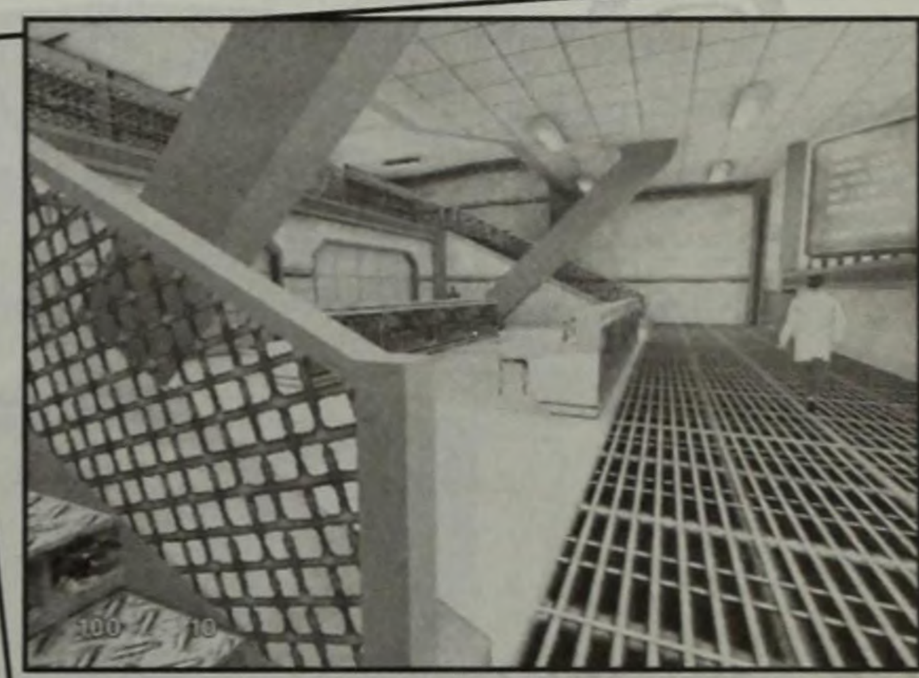


Fig. 14-32. Cate's made it to the ground floor, but must make it out of this room.

Go down the tunnel to the door at the end. Open it and walk through. Sneak into the locker room area to your right and kill the cosmonaut.

There follows a short cinematic sequence of you sneaking onto the rocket. The rocket then blasts off, taking you with it. H.A.R.M.'s space station is your next target.

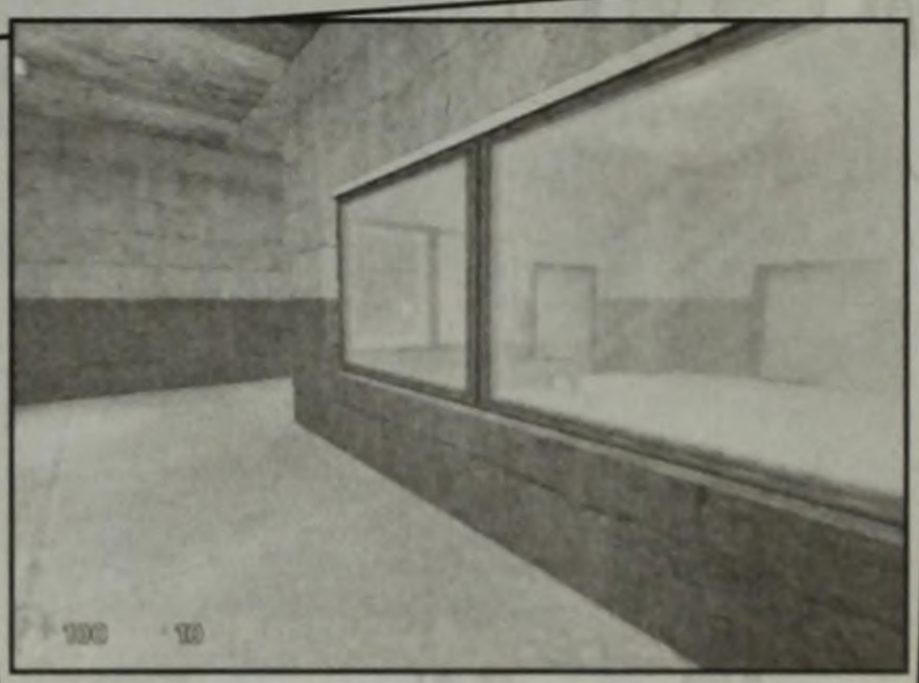


Fig. 14-33. If Cate can get to the locker room, she can get on the flight.

CHAPTER 15: MISSION 11—LOW EARTH ORBIT

Scene 1

You've managed to sneak on board the rocket and make it to the H.A.R.M. space station in Earth's orbit. Dr. Schenker's formula must be created in orbit, which means the antidote might require a similar production environment. It seems likely, anyway. You've got to search the space station for the antidote and the list of infected persons, and then get back to Earth.

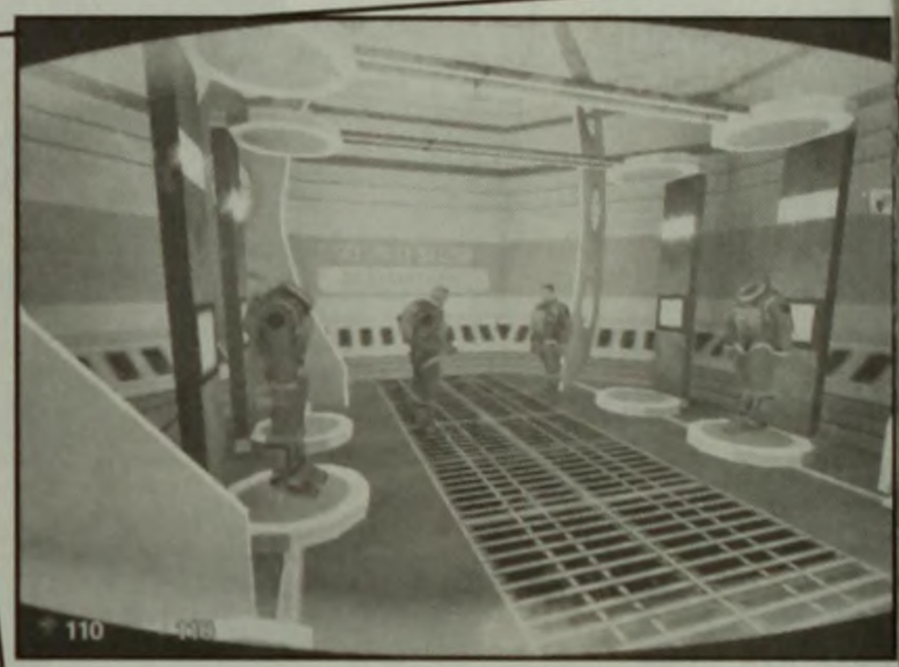


Fig. 15-1. Cate's space suit makes her look like she belongs.

When the mission starts, walk forward and open the door with the yellow button on the right. Walk into the hallway. A couple of guys are talking here. Because you're in a space suit, they won't pay any attention to you. Walk past them up the ramp and go left. Open the door at the end of this short hall and walk out.

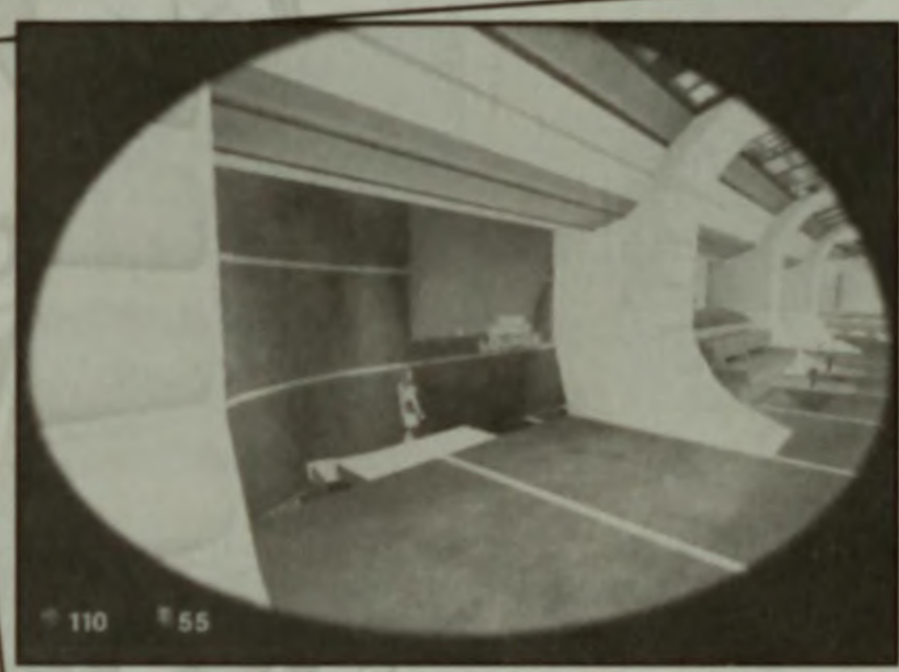


Fig. 15-2. Cate checks out the Pink Space Lounge.

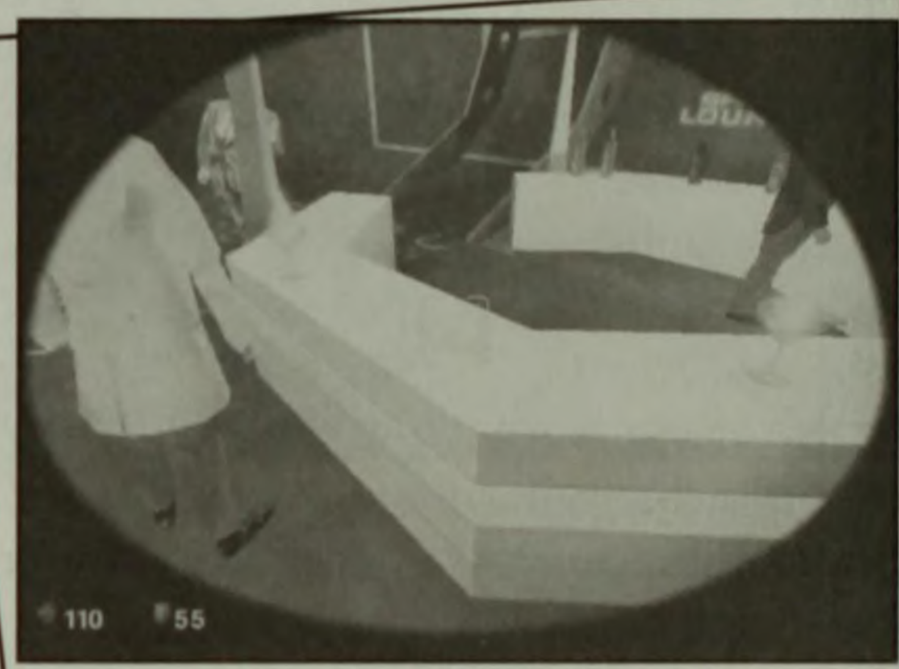


Fig. 15-3. This item will come in handy soon.

Go either direction in the hallway (Goldenrod Sector), because it's circular. You are looking for the bar, which will be on the opposite side. Go down the stairs.

In the bar, approach the bartender. An ID card lies on the bar; grab it and leave. Head up the left staircase. When you get back to the hallway, go right.

Take the first branch in the hallway. This will take you to an elevator. Use the keypad on the right to call the elevator car down from the floor above. When it arrives, hop in and take it up to the Periwinkle Sector.

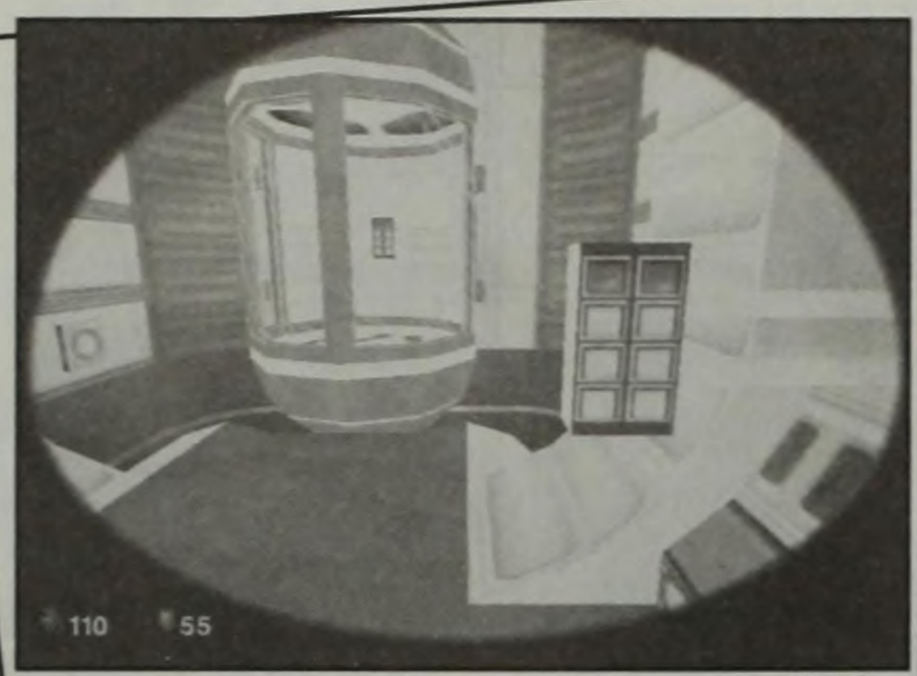


Fig. 15-4. Cate gets ready to ride up to the next sector.

Fig. 15-5. Cate arms herself for the ordeal ahead.

After the elevator stops, walk forward and go left in the main hallway. Take the first left and go through the door. Head to the next door and into the laboratory. Take the laser off the table in front of you. You now have a powerful weapon at your disposal; the slightest nick from this device will disintegrate an enemy.

You draw attention when you pick up the laser. Kill the guard who moves to attack you, get the codebreaker from the room on the right, then head back into the main hallway and go left. Keep going until you find a short branch to the right. The door here is blocked with a red barrier. Kill the guard. Use the item you found in the bar on the panel to the right of the barrier. This removes the barrier. Head in.

The corridor beyond is vertical, but don't worry, it's a zero-gravity chamber. Move into the large tunnel in the center and head up through the door at the end. This takes you into a strange black corridor. Continue up to the door at the far end and go through. You've made it to the top of the space station, the Raspberry Sector.

Exit the zero-gravity area through the door and nail the guard. Follow either path—both lead to the next room. Kill the second guard and go to the lift at the back of the room. Ride it up, then run down the narrow ramp to the lower platform.

Fig. 15-6. Fortunately, Cate has a way to get through this barrier.

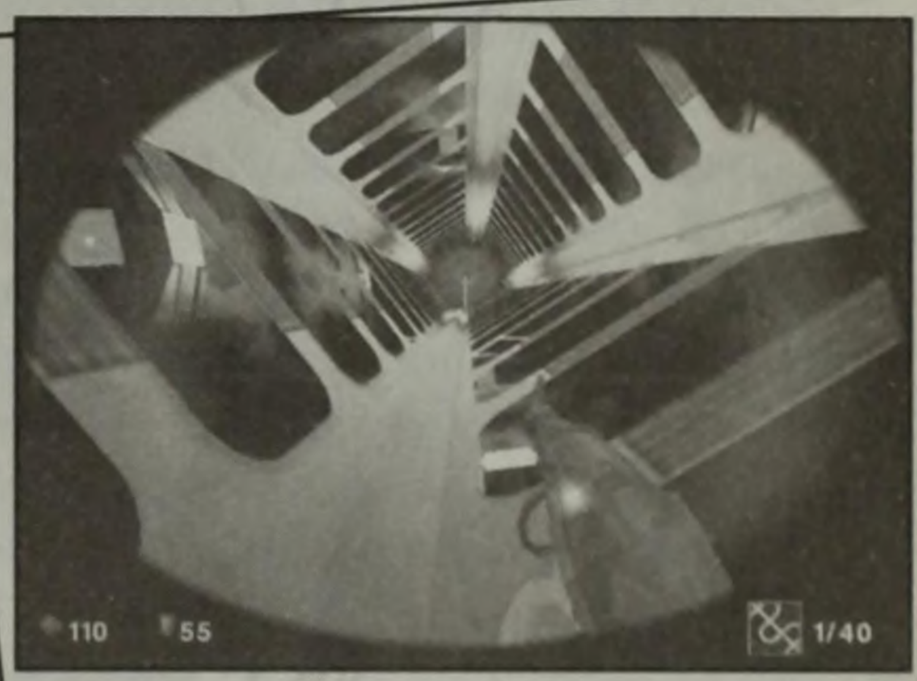


Fig. 15-7. Cate moves to the top of the space station.

Go through either the right or the left door and head down the hallway to the next door. Go in and listen to the scientists talk. While they are talking, use the code breaker on the numeric pad next to the monitor that shows a door blocked off with a red gate. It will take a few moments. From the scientists you learn that a meteor shower is headed for the space station.

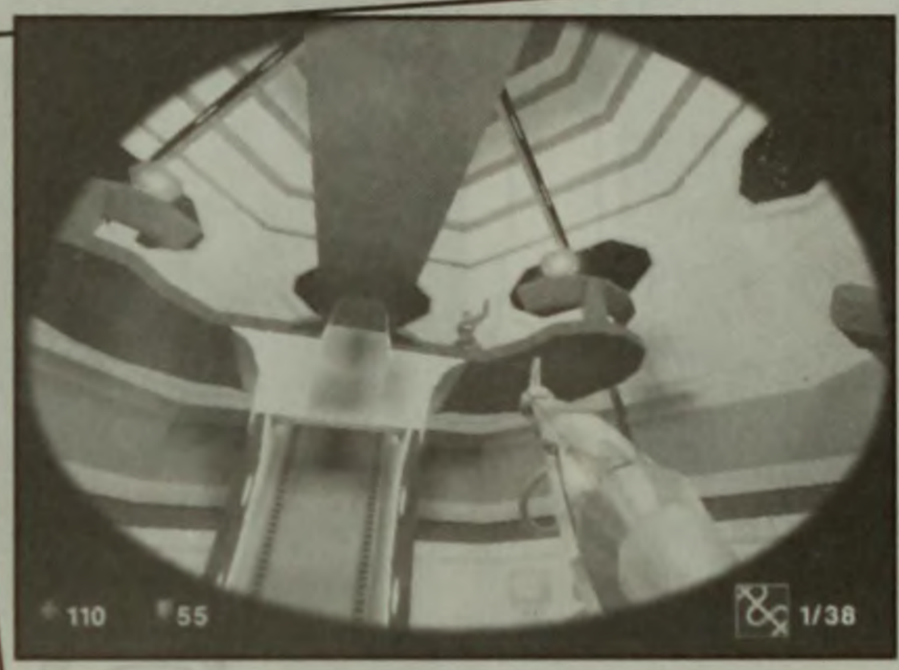


Fig. 15-8. Cate clears out a central room at the top of the space station.

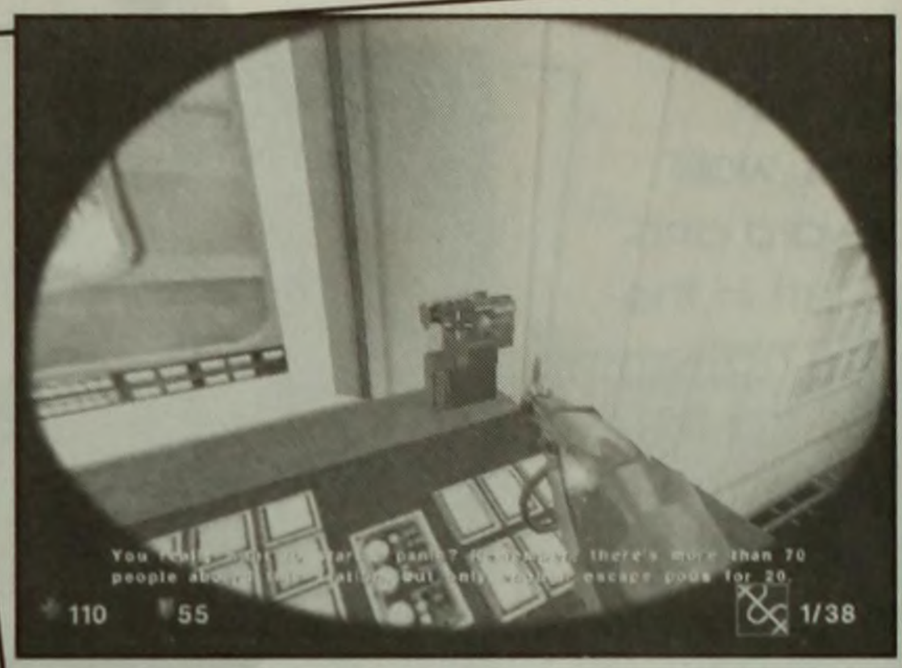


Fig. 15-9. Cate flips an important switch that will help her get to the secret labs.

Run back to the central room and over to the other side. Repeat the process on the switch in the second room. You will hear two more scientists discussing the impending disaster. After you have used the code breaker on both numeric pads, go back to the middle room and take the lift down. Return to the zero-gravity chamber and take it down to where you entered. Go out the door you came through, back to the Periwinkle Sector.

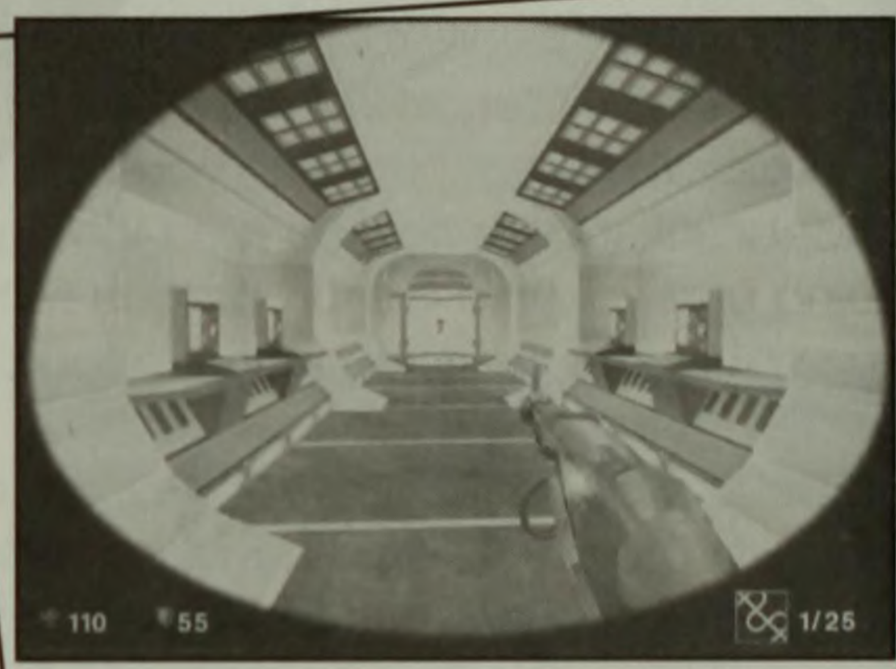


Fig. 15-10. This elevator leads back to Goldenrod Sector.

You were spotted in Raspberry Sector, so the guards are on alert. Move into the corridor and turn right. Keep going until you spot an elevator on your left. Get in and take it down, back to Goldenrod Sector.

Get off the elevator and wait. The guards here are also on alert, and some are coming your way. Plug the guy who comes around the corner from the left, and the two who move in from the right. Go into the main hallway and head left. Keep going until you spot a glass doorway on your right. Go through, plug the guard, and take the elevator down to the next sector, Chartreuse.

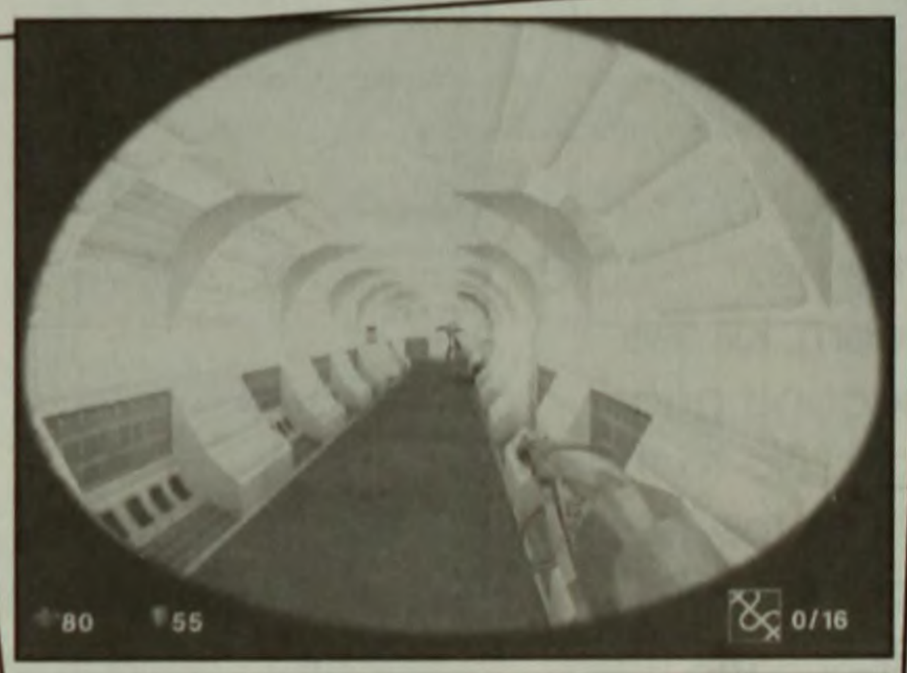


Fig. 15-11. Cate needs the elevator, down the hall to the left, to reach the next sector.

Walk out of the elevator and through the door on your left. Follow a short metal walkway and enter the

next door. A guard emerges from the next room and hides behind the boxes. Plug him, then go through the door. Move along the left-hand wall in this hydroponics room and kill the two guards. Head out the door they came in and enter the long hallway.

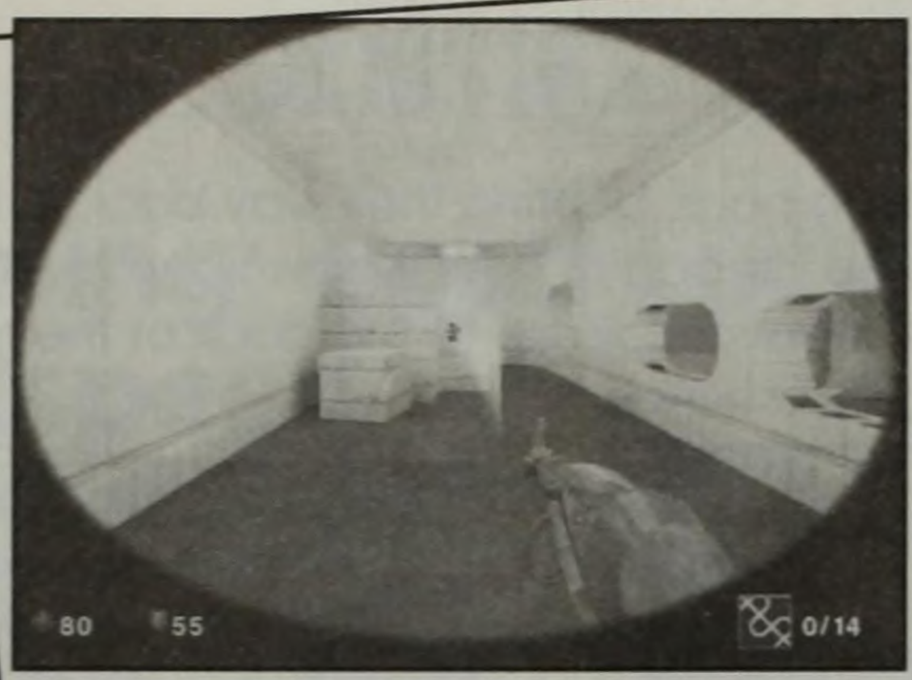


Fig. 15-12. Cate battles her way into the hydroponics area.

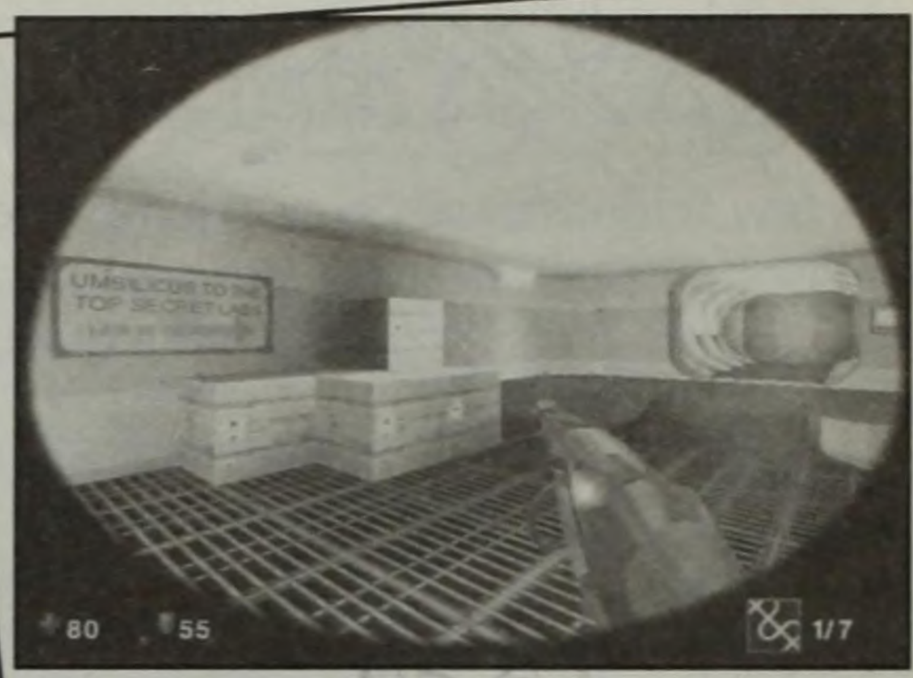


Fig. 15-13. Are they really top secret if there are signs that point them out?

Go down the hall to a guarded storage area. A sign points the way to the labs. Kill the guard at the door, which opens onto a long bridge over the hydroponic gardens. Kill the guard at the far end and head across.

You can put away your laser now. At the far end of the bridge, open the door and go through. Walk through this area to the door on the far side and open it. Beyond is another door, walk to it and go through.

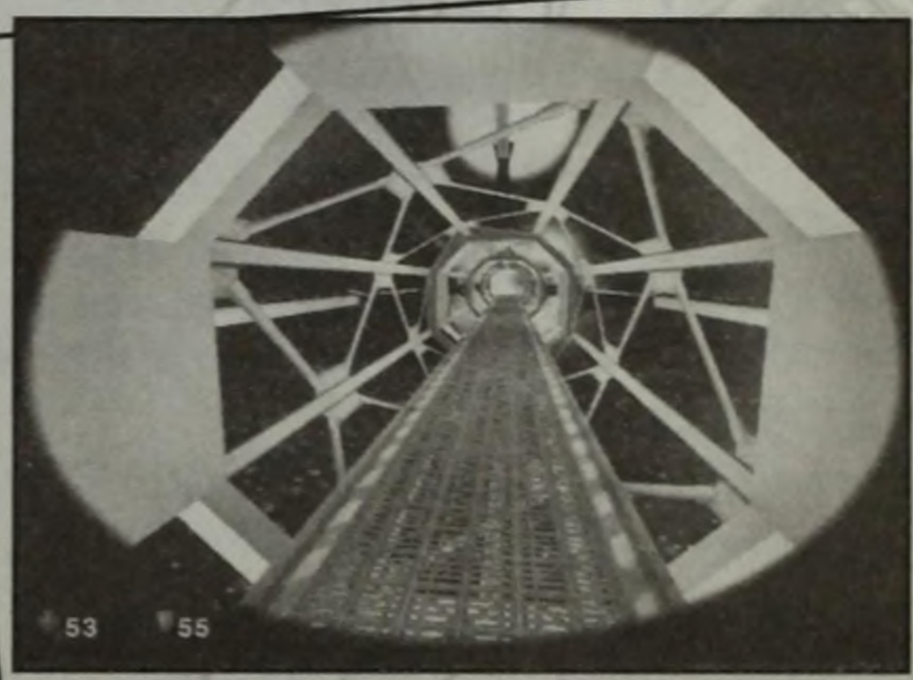


Fig. 15-14. Right on cue, the meteor shower destroys H.A.R.M.'s space station.

Welcome to the umbilicus that connects the space station to the secret labs. Run across as quickly as possible, because the meteor shower is here. As you run down the hallway, meteors tear through the space station and the umbilicus. You need to be at or near the labs when this happens.

To complete this scene, simply open the door and walk through into the red hallway.

Fig. 15-15. H.A.R.M. scientists jump ship before the meteors finish destroying the space station.

Scene 2

Congratulations. You've made it intact to the secret lab. Find the antidote and get to an escape pod before the rest of the space station comes crashing down.

Walk through the storage area to the door on the opposite side. You emerge near the escape pods. You have five minutes to find the antidote and get off the space station.

A few scientists rush in and jump into escape pods, blasting their way back to Earth. Walk past the escape pods into the elevator and use the keypad to take it down one level.

Step off the elevator and walk around the central column to the back of the room. The antidote is on the table in the middle of the lab. Take it and go back to the elevator.

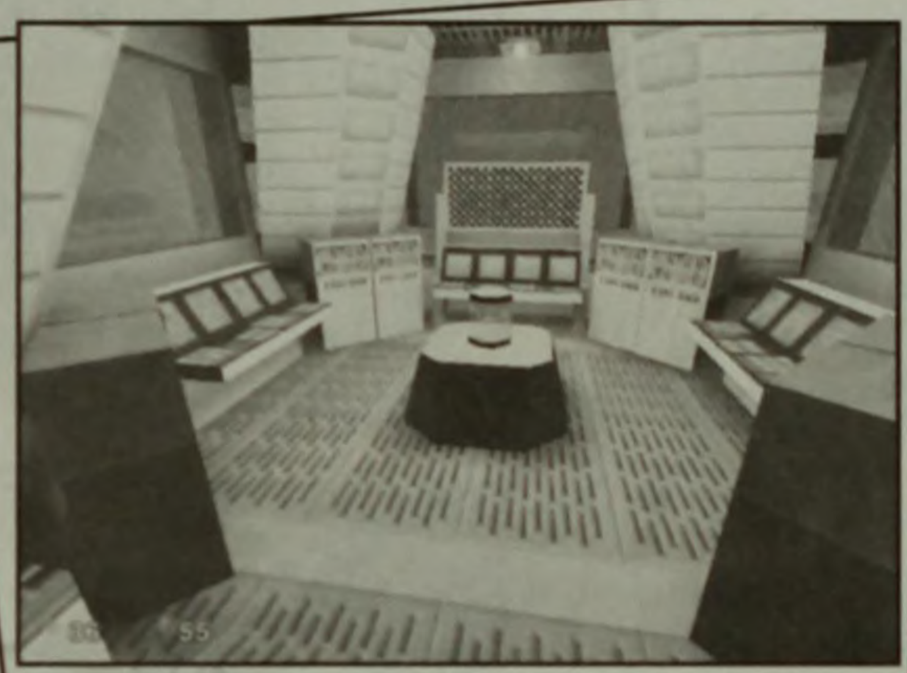


Fig. 15-16. Cate finds the antidote. Now she must get it back to UNITY headquarters.

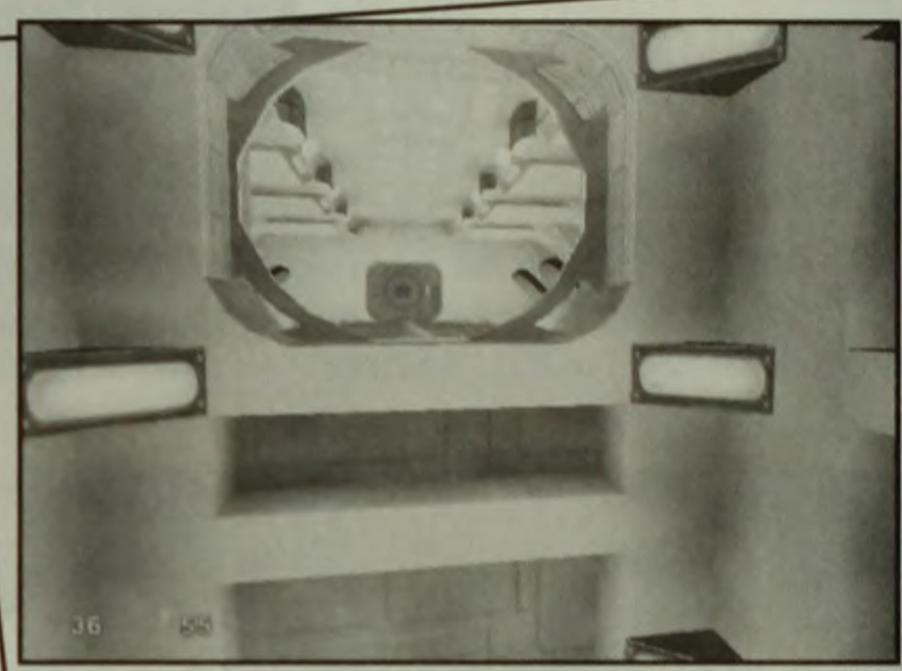


Fig. 15-17. Because the elevator has collapsed, Cate must use the ledges on the walls to reach the escape pods at the top.

As you approach the elevator, you get a bit of a shock. The elevator comes crashing down. The doors open, but there doesn't seem to be any way to get back to the escape pods. There is—but it isn't easy. Jump from ledge to ledge around the inside of the elevator shaft, slowly moving up to the door at the top.

Once at the top, pick an escape pod and jump in. You're blasted home with the antidote in hand.

TIP

Some of the ledges will break if you stand on them too long. You'll have only a few seconds to jump. It's a good idea to save frequently.

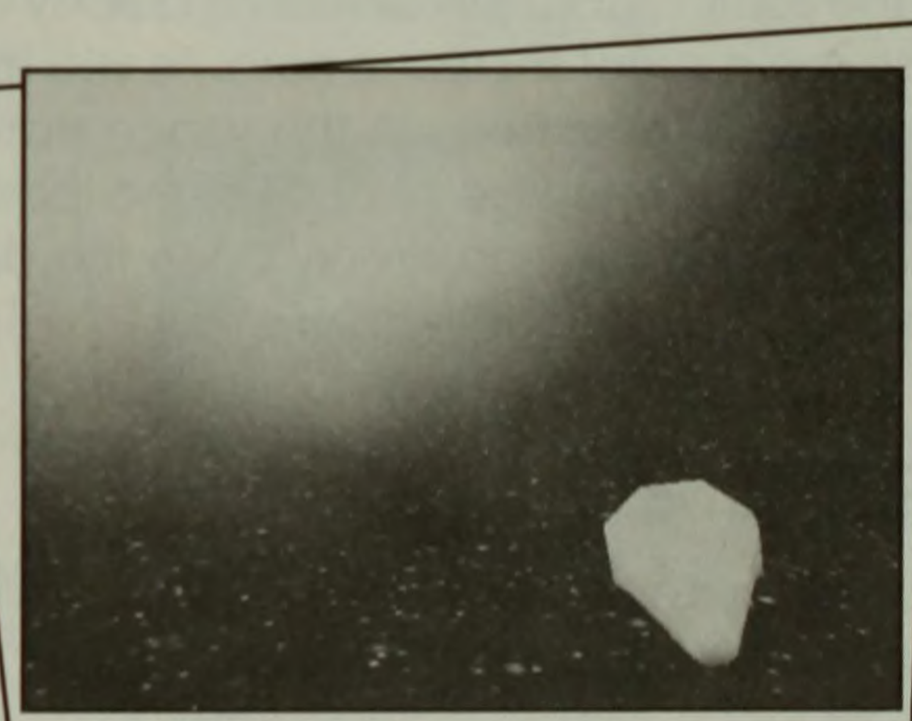


Fig. 15-18. Cate heads for home with the antidote safely in her possession. The list of victims? That will have to wait until next mission....

CHAPTER 16: MISSION 12—ALPINE INTRIGUE

The Briefing: Good Luck and Godspeed

Fig. 16-1. The antidote is good, but without the list, it is useless.

You've arrived at UNITY headquarters with the antidote. Schenker has checked it out, and it appears to be completely viable. He thinks you have enough to treat everyone who has been infected by H.A.R.M., but you don't know who has been infected.

You suspect that Baroness Dumas is behind this. She and her husband are vacationing at their chateau in the Alps, which is where you plan to head next. Smith disagrees, suggesting that the evidence linking her to H.A.R.M. is too tenuous. However, he doesn't have a better plan. You believe that you should follow your instincts, and if something happens, you'll leave the chateau. Smith, who has no better leads to follow, agrees, although he isn't happy about it. You arrange to meet a UNITY spy who has been tailing the Baroness.

Before you start the mission, you get a chance to try out the snowmobile. You control it the same way you do the motorcycle, and you drive it over a snow-covered version of the motorcycle course.

Scene 1

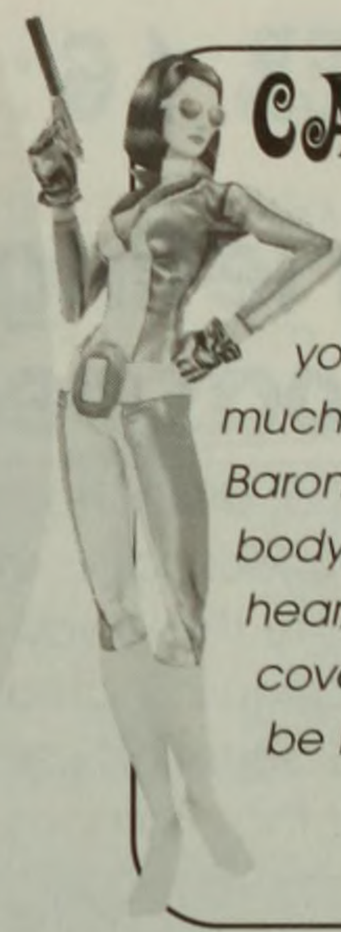
As the mission starts, you meet with a UNITY agent who tells you that Baroness Dumas likes to spend time window-shopping (and complaining) in this alpine village. You must tail her without being discovered by her or her bodyguard. You see the Baroness fire one of her men for no reason. This is not a pleasant woman.

Fig. 16-2. Cate's contact informs her about the Baroness's habits.

Fig. 16-3. Cate spots the Baroness as she begins her shopping trip.

You stand on a balcony overlooking the area where the Baroness is walking with her bodyguard. Turn left and go through the door and down the ramp to street level. There is one bodyguard at the bottom of the ramp. Walk around the building. You should catch sight of the Baroness walking around the corner. Follow at a discreet distance.

Fig. 16-4. Baroness Dumas continues shopping. Cate has to deal with the guards she leaves behind.



CAUTION

Be patient! If you make too much noise, Baroness Dumas's bodyguard will hear, and your cover will be blown.

The next part is tricky. The Baroness and her bodyguard walk through a doorway, but leave two guards behind. Discreetly attract the guards' attention and lure them back toward the ramp. Kill them both, then continue following the Baroness.

Fig. 16-5. Cate sees the Baroness moving off to the right.

Fig. 16-6. Cate lures one of the guards to his death. The other will follow and meet a bullet as well.

You spy the Baroness as she passes this narrow hallway. She goes by a couple more stores and makes a few more rude comments about their merchandise before heading off to the right. As she and her bodyguard move off, two more enemies move into position.

Wait. Make sure the Baroness is gone before you take on these guards. Lure them out and kill them quickly before you continue after the Baroness.

Walk up the stairs to the balcony. Go through the door. Climb through the window on the right. Walk left and follow the path to the outside, which leads to one thug.

Fig. 16-7. The Baroness continues, with Cate hot on her heels.

Move carefully to see the Baroness go through a distant doorway on the right. Another guard moves to block your path. Kill him before you continue. A fun way to do this is to shoot the icicle above his head. It will fall and kill him.

Turn the corner. Two paths lead straight and to the left. Take either; both lead to the same place. The Baroness and her bodyguard go straight, but if you head left, you'll see where they are going. Her bodyguard opens a gate at the end of the road and the two walk in.

Now comes the trickiest part. Two guards are close to the Baroness and her bodyguard. Kill them very quickly and very quietly or you will be discovered. Lure them away and slay them, then move to the open gate and enter the open doorway to exit.

Fig. 16-8. Two final guards stand between Cate and the gondola.

After the last of the guards are dead, walk forward through the opened gate and into the building to your left. After you are inside, catch a ride on the gondola to the middle platform.

Scene 2

You've got to reach the chateau, but it won't be easy. This landing is crawling with guards and security cameras. You must be quick and stealthy to avoid the guards and open the gates to the inner compound. If you are detected here, your chance to reach the chateau is gone. This is your greatest challenge.

Fig. 16-9. Baroness Dumas is singularly unpleasant.

Fig. 16-10. Cate's first task: get past the two guards stationed here.

There is a short cinematic scene of Baroness Dumas abusing her guards. As soon as this movie ends, slide right to a position next to the building. Wait here for a few seconds before carefully creeping forward to check out the area around the corner.

Peek around the corner. You see a guard and hear a door opening nearby. Another guard comes down the stairs to your immediate right. Time your next move carefully. When the guards are both looking away, run up the stairs and through the door at the top.

This puts you inside the barracks, alone. Get the silencer for the Hampton SMG in the closet. Walk through all of the doors until you come to a large area filled with bunks. The door leading out has several pairs of boots next to it. Open the door and wait.

This next part is tricky. There are a couple of guards and a video camera. Wait for the guard to walk past from right to left. When the camera is turned away, go through the window and go right down the alley. At the end of the building, turn left and hide behind the crates.

Fig. 16-11. This door leads back to the grounds outside.

Fig. 16-12. The garage on the left is a perfect place for Cate to hide.

A guard patrols this area. Wait for him to walk away to the left, then follow him quietly. Open the garage door on your left and duck inside. Explore nearby rooms to find the rocket launcher briefcase.

Fig. 16-13. Two guards and a camera make getting past the garage tricky.

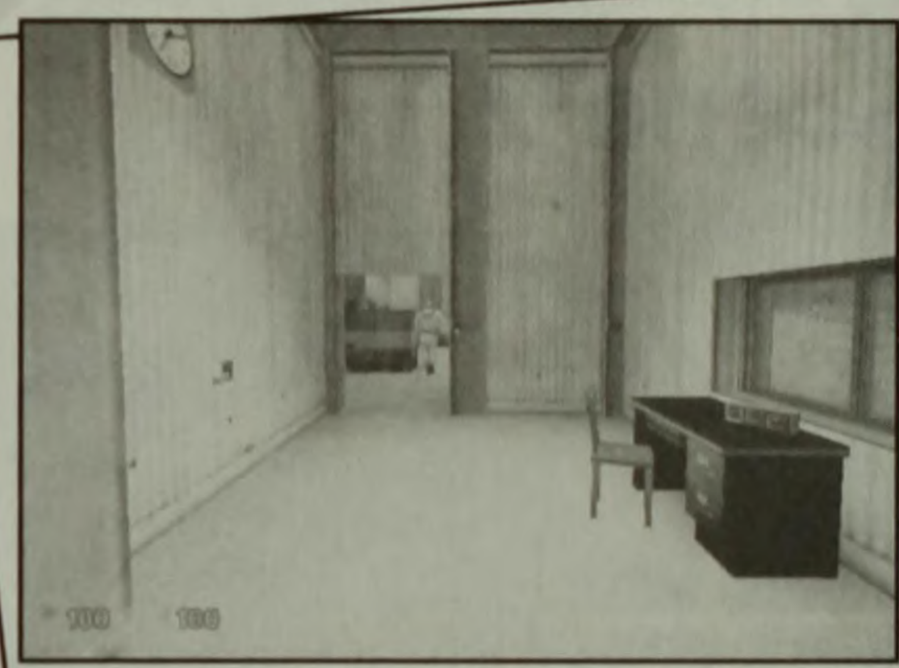


Fig. 16-14. Cate follows the guard into the warehouse.

A couple of guards talk outside the garage.After they finish, one walks into the building next to the garage. Wait for the patrolling guard to walk past, then sneak into the door the guard went through. Do this when the nearby camera is turned away.

Things don't get easier. Be watchful of the camera to your left and move in, hiding behind the crates. Go to the far side of the warehouse and open the door on the left wall. It leads outside. A couple more guards talk here. When

Fig. 16-15. Two guards patrol outside the warehouse.

they finish, one moves off. Stay hidden while this is going on—a guard patrols the warehouse as well.

When the coast is clear and the guards are turned away, go outside through this door. Hide behind the covered crates to the left. While the guard is nearby, sneak behind these crates and to the guardhouse door. It's next to the crates, beneath a camera.

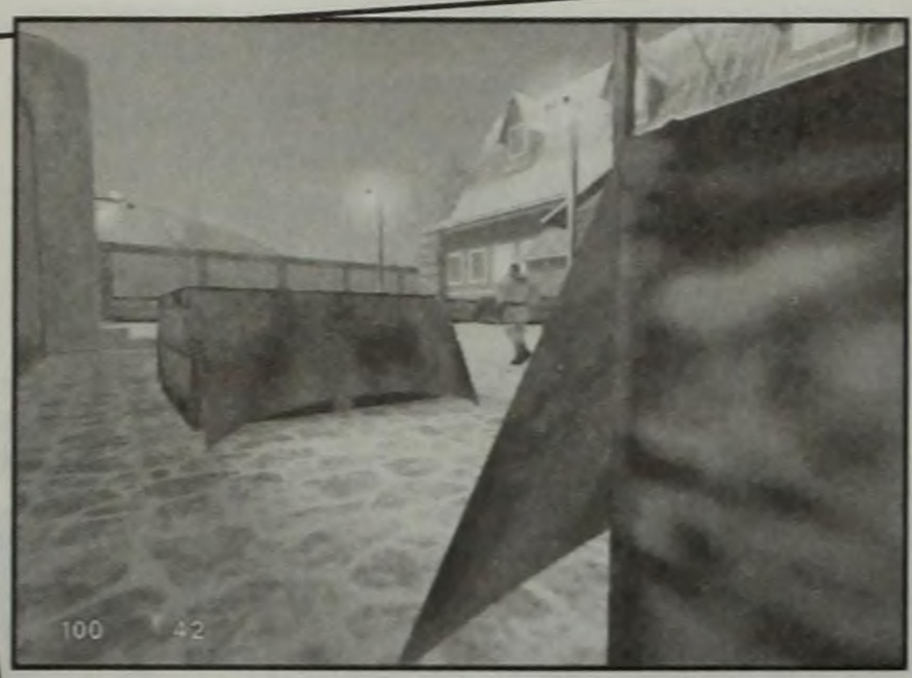


Fig. 16-16. Cate hides behind the covered crates. One slip-up, and the guards will be on her.

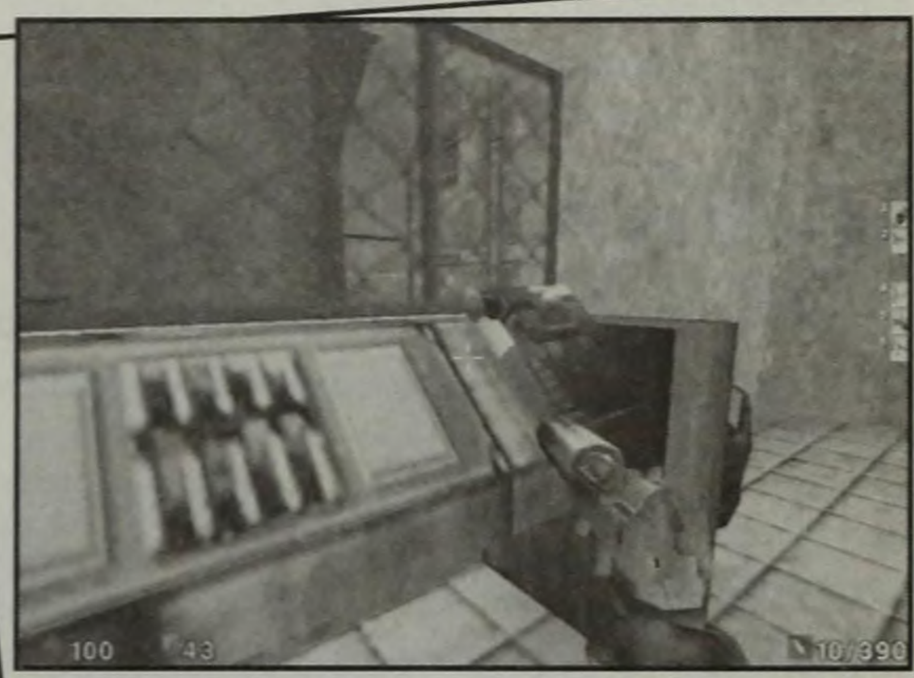


Fig. 16-17. The Code Decipherer opens the way to the inner compound, but Cate's sneaking is only half done.

Inside the guardhouse, use the Code Decipherer on the control panel. This opens the gate ahead of you. The good news is that you've opened the way into the compound. The bad news is that now you have to sneak all the way back to your starting point.

Go back past the covered crates to the warehouse, then to the garage, and back through the barracks all the way to the gondola platform—slowly and carefully. The guards are all still active, because you didn't kill them.

You're almost done. Move down the path, being very careful of the camera ahead. When it and the guards are turned away, move through the open gate and head for the large tunnel door. Hit the switch to open it and run inside. You've made it undetected.

Fig. 16-18. Cate returns to the gondola area, but this time the inner compound is open.

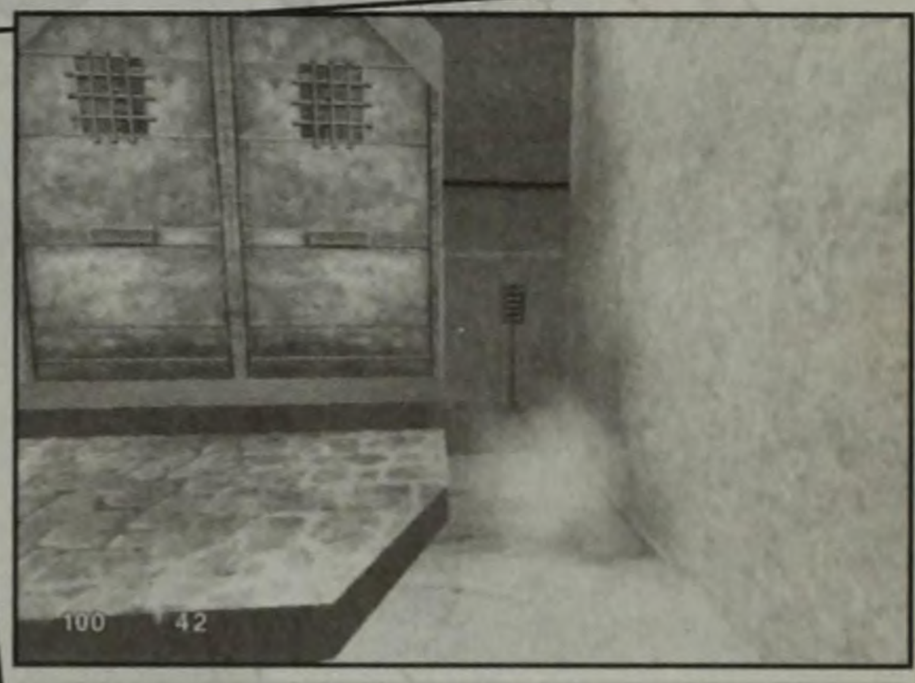


Fig. 16-19. Once past this door, Cate will have reached the inner compound area.

Scene 3

Inside the compound, you run into your UNITY contact. He tells you that taking the main gondola would be suicide, but a few miles away is a service gondola used mainly for supplies. Even better, a guard shack houses a snowmobile to cut down your travel time.

Fig. 16-20. Cate's contact is filled with useful information.

TIP

You needn't sneak through this level. You can kill the guards with impunity.

Move toward the large house in front of you and climb the stairs. Go left at the top and follow a stone walkway. There's a guard on a distant balcony. Take aim with your pistol and drop him with a head shot.

Move toward the arch to your left. You hear two guards talking. Hop out of the shadows and kill them both. Take out the guards on the balconies overlooking this area as well, and collect their weapons. They will be useful later.

Fig. 16-21. The Bacalov Corrector kills both guards with a single shot.

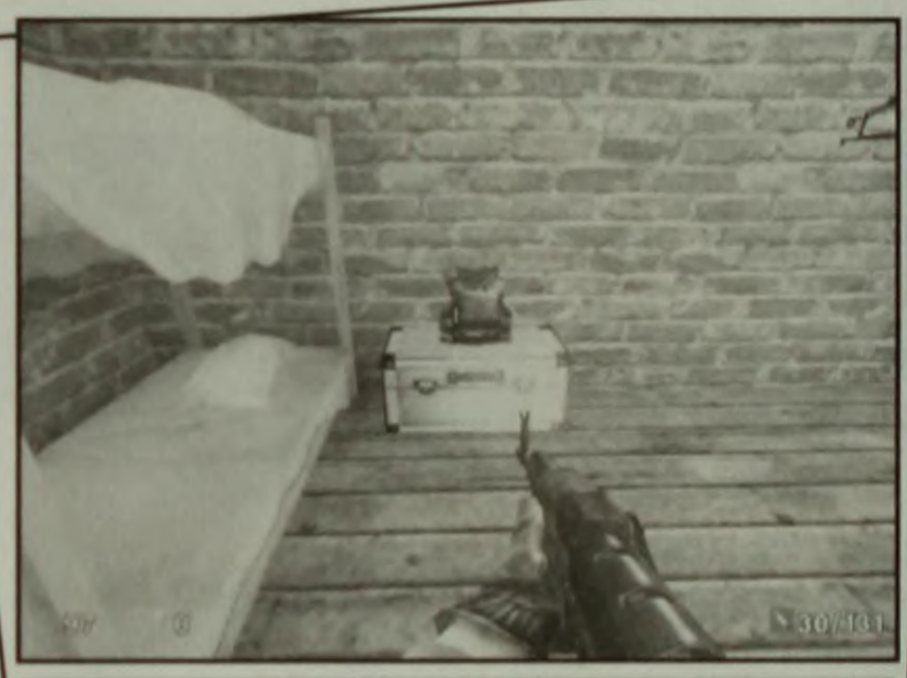


Fig. 16-22. Cate finds a suit of body armor—a tremendous help in the ordeal ahead.

Go through the door in the far right-hand corner and up the stairs to the balcony. Walk out the door ahead of you and through the door on the left. You are in a short hallway with three doors. Open the rightmost door and kill the guard beyond. Get the body armor here.

Fig. 16-23. Cate jumps down from the eaves.

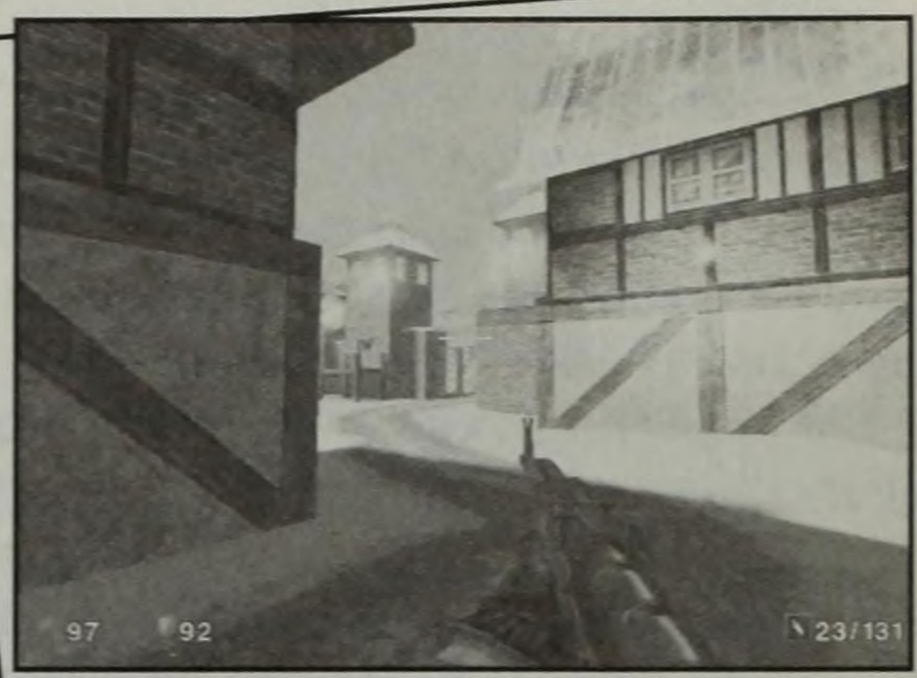


Fig. 16-24. These guard towers stand between Cate and freedom.

This alerts three other guards, who run right to you. (Alternatively, you could kill the three guards on the left side first, then sneak up on the right-side guards.) You should have an AK-47 by now, so equip it and cut them all down as they run through the doorway. Leave this room, go right to the last door and enter. Climb through the open window to the eaves, and use the crates to get to the ground .

Run up the stone path to your right and go left around the buildings. Kill the guard standing here, then go left until you spot the guard towers. From this position, you can kill the remaining guards in this area. Take out the one in the closest tower first, then shoot the spotlight. This draws out a guard on the lower balcony on the right and another guard on the left. Kill them both. The quiet way is to kill the tower guards first, then avoid the spotlights to the gate.

Move in and take out the final guard in the left tower. Collect any weapons you can, then move to the ground-level grate between towers. Open it and drop to the ice below.

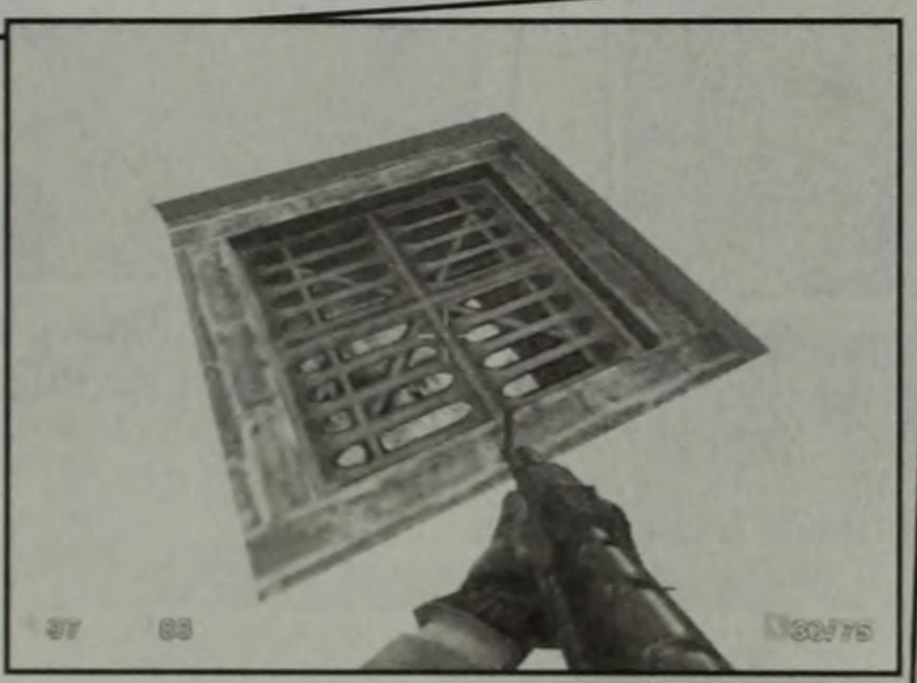


Fig. 16-25. Cate finds a way out, but it won't be easy.

Fig. 16-26. Cate must unlock this gate or die under the ice.

The ice breaks under your weight. Once in the water, you have five minutes to reach shelter before you freeze.

Take a deep breath and swim underwater to the locked gate. Shoot the lock and go through the door when it opens. Swim forward and look for weak spots in the ice above. Break through and climb out.

Rearm your AK-47 and move down the path ahead. You have a long walk, and there are a few danger points. Any time you see a diamond-shaped sign, look for treacherous terrain beyond.

At the first sign, kill the thug who is armed with a grenade launcher. After this, you need to jump to a ledge. Follow the ledge across the ice bridge—moving quickly, because the bridge will crack and fall under your weight. Move on to the next sign.

Fig. 16-27. Cate must jump to the next ledge here.

The area beyond the second sign consists of small ledges that also break under your weight. If you run across them, you shouldn't have much difficulty.

Keep walking and keep your eyes left. When you see smoke, walk toward it. It marks a cabin where you can get warm.

Fig. 16-28. These small ledges break under Cate's weight.

Fig. 16-29. Finally, the guard shack Cate's contact mentioned.

Walk to the cabin. The scene switches to the interior of the cabin, and you warm yourself by the fire.

You've made it without freezing, but you still have work to do.

Scene 4

You've managed to avoid freezing to death, but you still haven't reached the chateau. Using the radio in the shack, you report your progress to UNITY headquarters.

Fig. 16-30. Cate finds transportation to the gondola.

Fig. 16-31. Cate's driving is at an end for now. To continue, she must find a way through this fence.

Go outside and hop onto the snowmobile. Take it straight up the hill in front of you, heading between the trees.

The only tricky part is the ramp ahead of you. You need to hit this at full speed to make it over the chasm to the far side. After you land, continue forward until you reach the bridge. Stop, get off the snowmobile, take out the guards on the bridge, then drive through the tunnel.

Beyond the tunnel, get off the snowmobile and walk forward. There are five enemy guards ahead of you that are best handled from the ground instead of the snowmobile. Take them out, then continue driving. A little further on, you encounter a second group of five guards, which again should be handled from the ground. Driving through these groups is a good way to get killed, since they shoot you from behind as you drive through.

Fig. 16-32. Cate takes aim at the barrels.

Fig. 16-33. The gate bypassed, Cate goes on her way.

You have to stop again when you come to a fence in your path. Get off the snowmobile and look around. The fence is locked and electrified, so if you approach it with your lockpick, you'll be electrocuted.

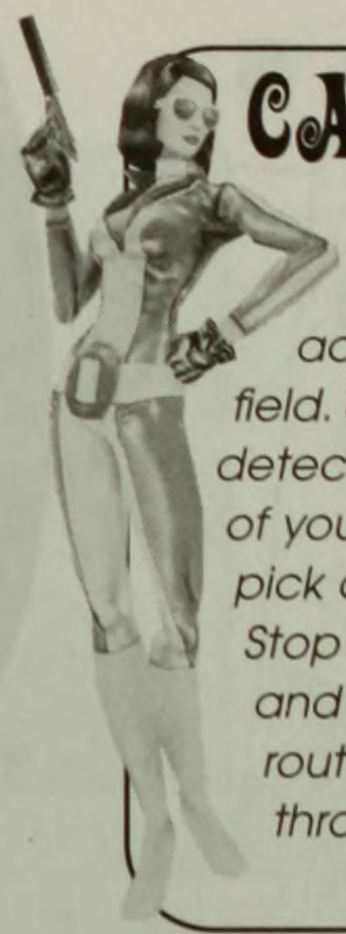
There are three guards here. Kill the one in front of the fence with whatever weapon is handy, then take out the two across the way with the Bacalov Corrector. There's one in the tower and one on the ground near the building.

Go to the body of the guard near the fence and take his weapon, a grenade launcher. Grab the UNITY case and the grenades, then take aim and blow up the red barrels near the building on the other side of the chasm.

This destroys the small power station that electrifies the fence next to you. After the power is down, weld the lock and open the gate. Get back onto the snowmobile and drive through.

Keep driving. When given a choice of paths, take either. They go to the same place. Be on guard—more goons may be lurking nearby. It takes time to get where you are going. Use your sunglasses to navigate the mine field. You pass under another bridge. Keep driving until you see another fence in front of you, then dismount again.

The next part is tricky. There's no obvious way over or through the fence here. To get past it, jump up on the crates then jump over the fence. Be very careful around the fence, because it is electrified, and you can zap yourself while jumping over. Kill the two guards, then drop down to the ground."



CAUTION

On your way, you'll come across a minefield. Use the mine detector function of your glasses to pick a safe path. Stop frequently and plan your route to get through safely.

Fig. 16-34. The buildings on the left indicate that Cate is near her goal.

Fig. 16-35. Cate will need to use the crates to jump over this electrified fence.

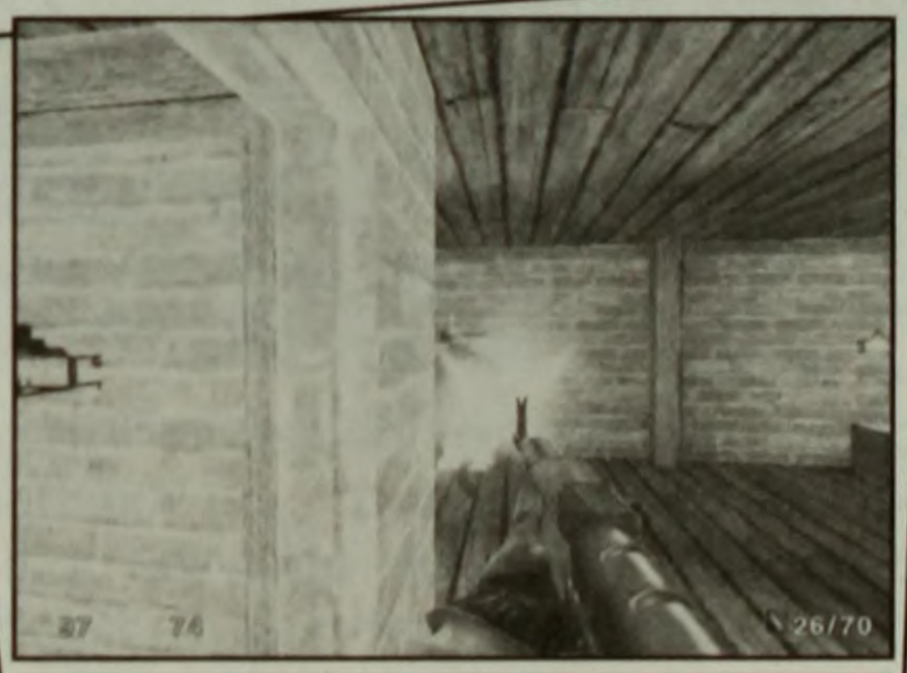


Fig. 16-36. Cate takes care of a few bad guys on her way to the gondola.

Chapter 16: Mission 12—Alpine Intrigue

Follow the path to the tunnel on your left. Kill the guard standing outside as well as the two in the tunnel. Take the elevator up to the next level.

It will stop inside a small building in an area packed with guards. Eliminate the competition. Go through the door on your left and all the way to the end of the hall. Kill two guards here. Wait for three more to show up and kill them as they run into the room.

Return to the elevator and look outside. There are several guards patrolling the area and a couple in the guard towers to the right. Take out as many of them as you can from this position, then run to the gondola.

Flip the switch and jump inside the car before it starts moving. This will take you up to the chateau, and out of this mission.

Fig. 16-37. Cate's Bacalov Corrector comes in handy again.

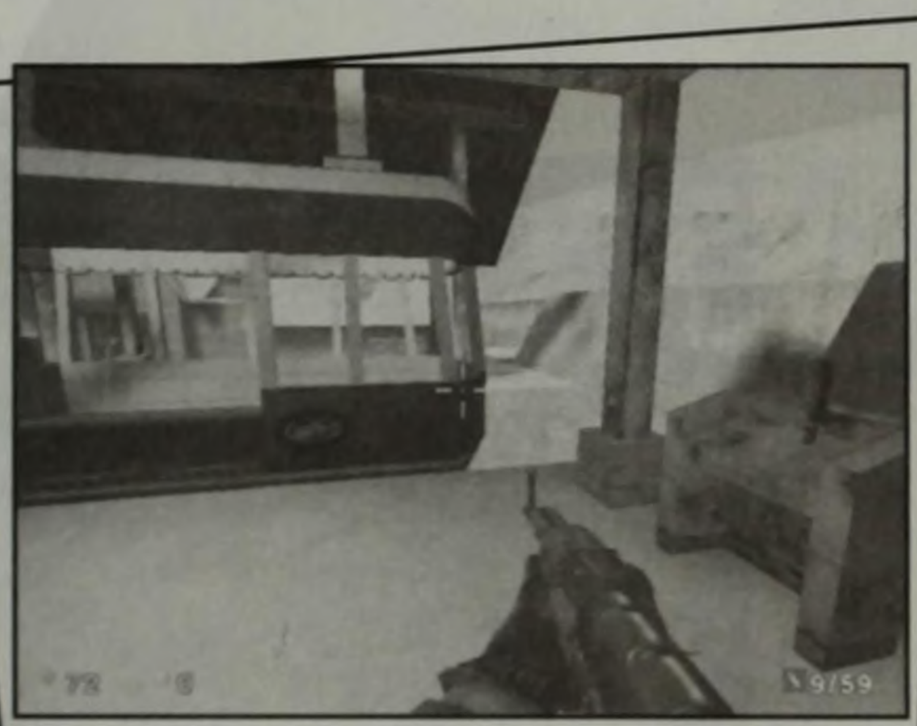


Fig. 16-38. This gondola will take Cate up to the Dumas chateau.

CHAPTER 17: MISSION 13—THE INDOMITABLE CATE ARCHER, SUPERSPY

Scene 1

You made it to the chateau, but that's a small part of the job. You must sneak in and find the list of people infected with Dr. Schenker's formula, or your work is for nothing.

Walk across the beams in front of you. Follow the rooms to the twisting staircase and descend.

Go through the door on the left to the gondola platform. Watch out for a guard here. Go to your right around the machinery and through a door on the other side of the platform.

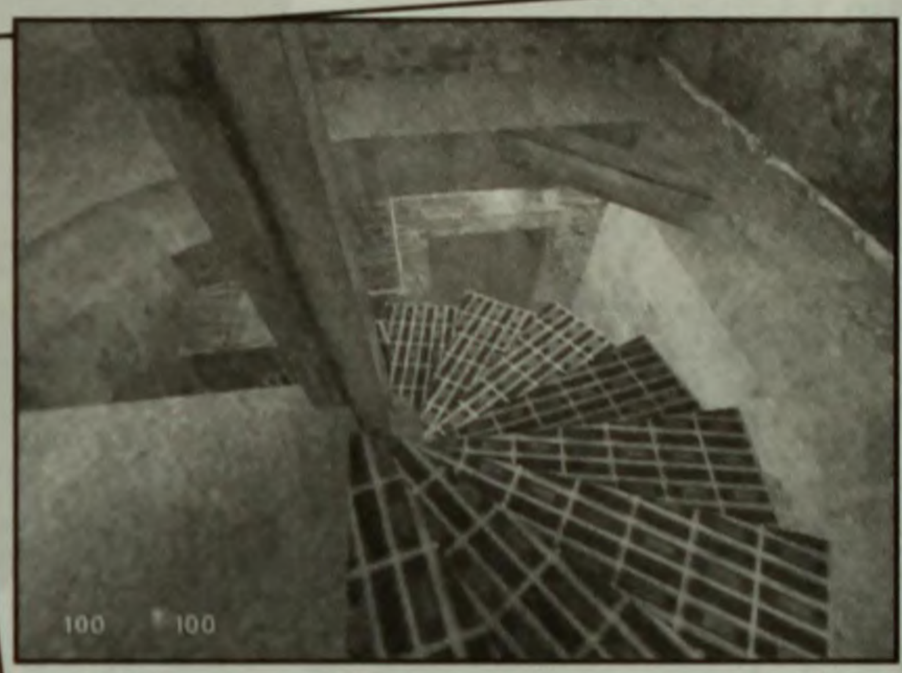


Fig. 17-1. Cate finds the staircase that leads to ground level.

Go around the crates in this room to the short staircase and up to the door. Behind it, you spot a goon. Shoot him and his friend who comes to investigate. Take their weapons and enter the office—the open door on the left as you walk in.

Walk to the ladder at the back and climb to the top. Open the hatch and crawl out. Crawl through a hole in the wall to your immediate right after you get off the ladder.

Fig. 17-2. Cate doesn't want to set off the alarms.

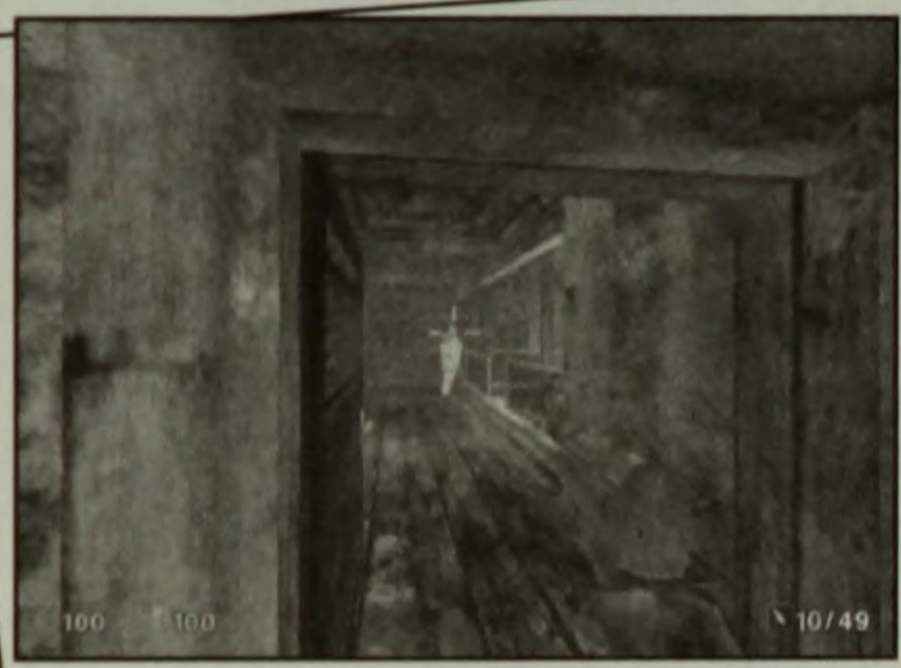


Fig. 17-3. Cate drills another guard. Fortunately, no one hears her pistol in this remote area.

At the end of this tunnel, drop onto the eave outside. Go straight ahead, then jump to the next eave and walk up it to a small ledge. Crawl onto this ledge and look inside. Use the crates in this room to get to the floor safely.

Fig. 17-4. These eaves lead to a storage room.

Fig. 17-5. Cate needs that electrical box to get power to the elevator.

Use your lockpick on the gate lock and go through. Follow the hall to the left and enter the first room on the right. To the right, a technician stands in front of an electrical box. Kill him, then close the panel and flip the switch. This activates the elevator you'll use later.

Fig. 17-6. This elevator carries Cate to the floor above.

Fig. 17-7. Cate nears the central area of the chateau.

Go back to the hallway and turn right. The corridor ends in a set of broken stairs. Jump down, then over the rubble. Follow the hallway and take the first left. Look to the right before you enter the room on the left—a guard patrolling this area is often found in the doorway to the right.

Move into the next room and go to the elevator at left. Flip the switch and ride it to the top.

After the elevator stops, get off and walk straight ahead down the staircase. Take a right at the bottom and walk toward the courtyard.

Fig. 17-8. Armstrong may be a bad guy, but he's not a cold-blooded killer.

Before you can get through this area, you are ambushed by Armstrong, who knocks you cold. He discusses with a goon the relative merits of keeping you alive versus tossing you off a cliff—but decides to keep you alive for now.

Scene 2

You awaken to learn that you've been captured. Baroness Dumas is not just in the employ of H.A.R.M., she's the ringleader! Her plan is to destroy the world's aristocracy—to kill off the type of people who shunned her and her mother years ago.

Figs. 17-9 and 17-10. Cate is trapped, and in 45 minutes, she's doomed to be a human time bomb.

The Baroness also tells you the dart that hit your neck in Inge Wagner's club in Mission 4 infected you with Dr. Schenker's formula. Wagner was supposed to give you a 10-hour fuse, but she gave you 10 days instead. You've got roughly 45 minutes before you combust.The Baroness calls in Armstrong to watch you. Have a long conversation with this Scottish thug. At every opportunity, make fun of his manhood until he accepts your challenge to fight. He releases you and the two of you start battling. You've got to knock him out before he can overwhelm you.

Fig. 17-11. Cate and Armstrong go toe-to-toe.

Stay on him and keep swinging. You take some damage, but if you back away he still hits you with his longer reach. Move too far away, and he tosses explosives at you.

There are two ways to beat Armstrong. The first requires you to bob and weave. Move in to tempt him to throw a punch, and back out before he can hit you. Before he can swing again, move in and smack him. Back up too far, and he either throws a grenade at you or smashes the ground, both of which damage you severely. The second method is just as effective, and certainly more fun. When he pounds the ground, jump

on his head, look down, and give him a thorough beating. As long as you remain on his head, he can't hit you.

Go through the double doors ahead of you to the hallway. Follow it to the left and wait at an open window. When a searchlight outside has passed, jump out to the balcony and crouch. Wait for the searchlight to pass again, then jump to the balcony on the right. From here, jump to the ledge to your immediate right, then over to the open window. Watch out for the guard and grab your equipment.

Fig. 17-12. Cate wins, and Armstrong keeps his word to let her go.

After you have your equipment, unlatch the gate and open the door. Move forward and take out the two guards in this area before going down the ladder. This deposits you in a storeroom. Move to the hole in the fence and crawl through.

Move around the crates to the next door. You'll see the light from a searchlight outside go past. When it does, open the door and shoot the guard on the balcony under the light. Two more guards will run in and attack you. Drop them both, then go outside. Weld the lock off the next door and head through.

Avoid the stairs. Instead, go into the room on the right and head to the woodpile in the back. Click on the piece of wood that is sticking out to reveal a hidden elevator. Jump in to complete this scene.

Fig.17-13. Cate plays cat and mouse with the searchlights as she looks for her lost equipment.

Fig. 17-14. Cate sneaks under the fence to continue on her way out.

Fig. 17-15. This hidden elevator leads to a secret base.

Scene 3

You escaped the chateau, but you now have only 10 minutes before you get blasted to the four corners of the world. You've got to find the antidote—and quickly. Then you must find Baroness Dumas's lair.

Fig. 17-16. The Baroness heads to her lair, unaware that Cate is after her.

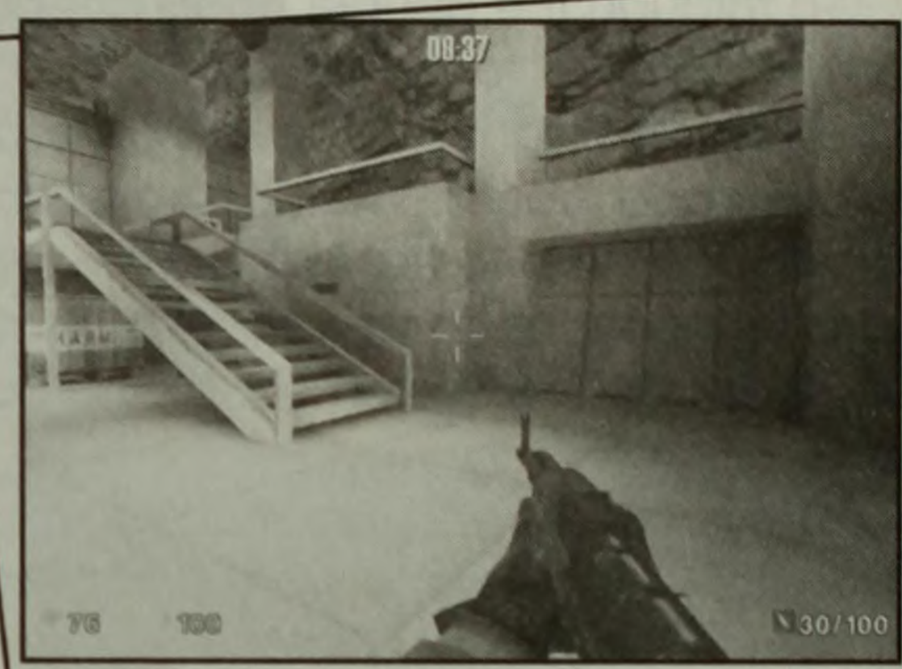


Fig. 17-17. Cate is running out of time and must make every move count.

Fig. 17-18. Another guard gets in the way of a spray of bullets.

Fig. 17-19. Cate uses the zip cord to pull herself out of the gas chamber.

This scene starts with a short movie. The Baroness is headed to her lair below, and she does not wish to be disturbed.

You're headed down in the elevator as this scene begins. Enemies abound, so move carefully. Sneak out of the elevator and behind the crates at right. Using them for cover, run across the train station and go up the stairs on the far side.

Follow the stairs to the top, then walk along the catwalk. Go around the glass elevator and up the next set of stairs. Knock out any personnel you encounter along the way.

In the hallway past the glass elevator, arm a weapon and move carefully. Kill two guards in the room to the immediate left, then go down the ladder.

Follow the hallway at the bottom of the ladder until you come to a glass-sided doorway. Switch to your zip cord and walk in. After you walk in, the doors seal. It's a trap! Poison gas starts pouring into the room. Use the zip cord to pull you to one of the hooks above you. Arm a weapon and head to the ladder at left. Go down, kill the guards, and flip the switch on the console. This activates the fan, which takes care of the gas. When the gas is gone, the exit opens.

Go down the stairs past this door and follow the hallway to the end. Walk past the staircase on your left and kill the next two guards to the stairs at the end. Follow the scientist up and

knock him senseless on your way in.

Follow this dark hallway to the metal catwalk at the end. When you can, go right to the platform with the scientist on it. Knock him out, then activate the controls. Below you, a dose of the antidote will be moved out of the lab.

Retrace your steps to the staircase that led to this lab. Under the stairs, you see the antidote appear behind the glass tube in front of you. Open the door and get the antidote. You're safe for now—a weight off your shoulders.

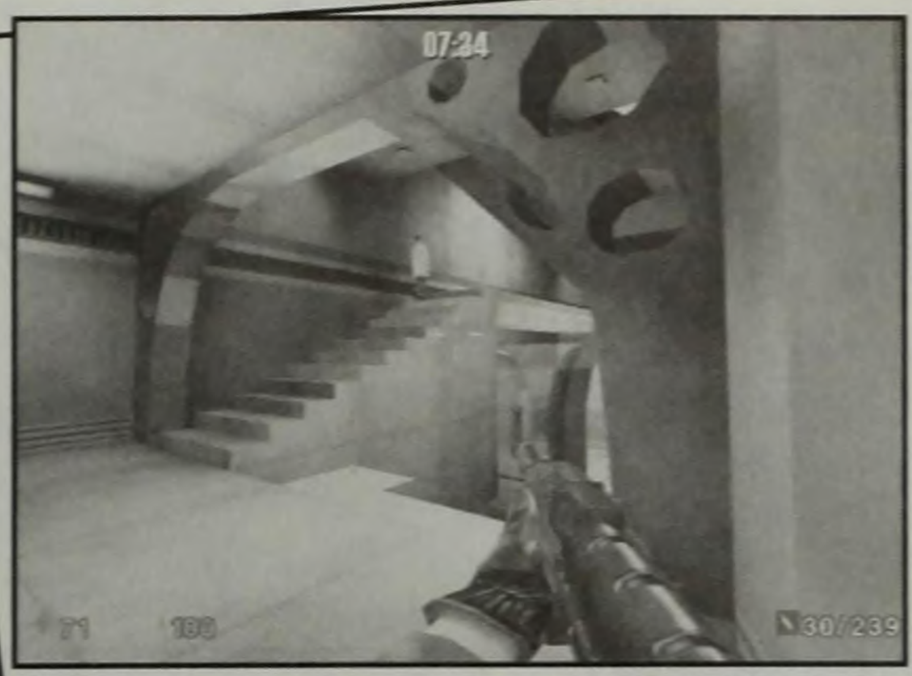


Fig. 17-20. These stairs lead Cate to the antidote.

Fig. 17-21. Cate finds the antidote, but still needs to get it.

Fig. 17-22. The antidote arrives, with a few minutes to spare.

Fig. 17-23. Cate fights her way past the guards in the train area.

Go back down the hallway to the stairs you passed earlier (on your right). Go up and kill the guards at the far end near the train. Go left in this room and kill the two guards in the next area.

There's a hatch in the floor of this room. Pick the lock and climb down the ladder. Walk into the hall and turn left. When you reach the door, the scene ends.

Scene 4

Now it's time to get to Baroness Dumas's lair and retrieve the list of victims. The scene begins with Volkov talking to the Baroness. They know you have escaped and recovered the antidote. It appears that they will be leaving the chateau soon. Something is up—which means you must find the list and get out quickly.

You begin in a long, narrow hallway. Wait a moment for the technician to walk past, then move forward and take the first left. Sneak around the technician (or knock him out) and continue to the doorway on the right.

Follow this corridor to the door at the end and go through to the train station. Guards and armed technicians are around. If you manage to avoid triggering the alarm, you can carefully walk down the metal pathway ahead of you. Otherwise, you have to fight your way in.

Follow the metal walkway, and go into the first room on your left. Work your way to the right and head through the corridor. You'll emerge on a walkway under the tracks. Move forward, clearing ten guards from this area. Trudge forward using the only possible route, until you end up on the tracks. When you get to the other side, go up the stairs to your left, pass by the control room, and head out of this area through the door ahead. Get ready for a lengthy stroll.

Fig. 17-24. Volkov and the Baroness discuss Cate's escape.

Fig. 17-25. The alarm is sounded, so Cate needs to fight the enemy troops.

Fig. 17-26. The narrow corridor and stairs lead up to the train platform.

Fig. 17-27. Cate uses the crates to jump over the dangerous rails.

When you get halfway across the bridge, barriers appear on both ends. The bridge starts disappearing from the middle, forcing you into the water. Before you drop in, kill the guard on the balcony to your left. He falls into the water, and the shark swimming below you makes a quick meal of him. With the shark distracted, jump into the water and swim in the opposite direction.

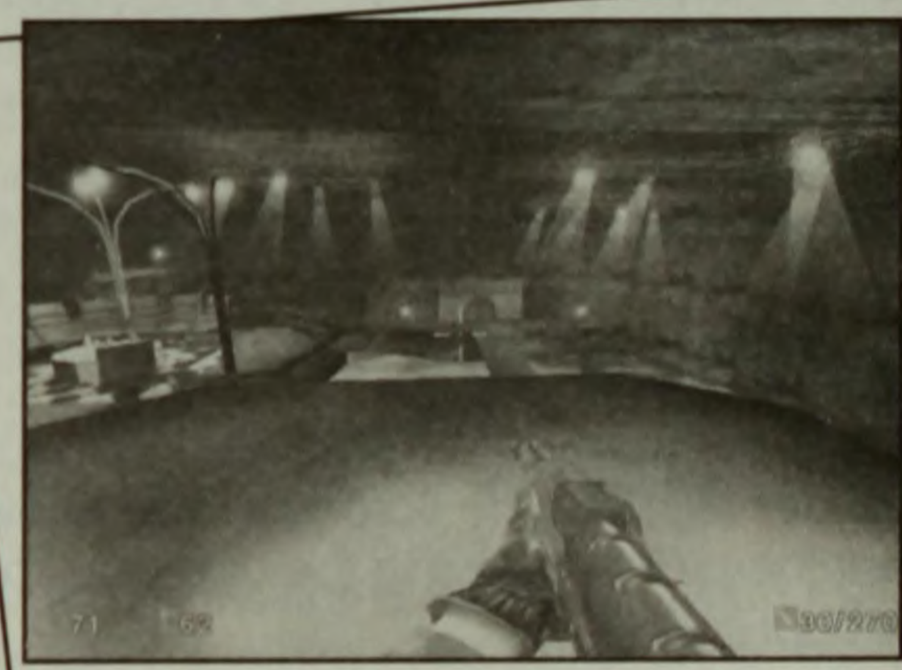


Fig. 17-28. This inner room has the look of a comfortable lounge.

Swim under the arch to the right and jump onto the staircase at the far end. Walk up the stairs to the door at the top and go through. Follow this hallway to the end, where a pair of guards stand in front of an elevator. Kill the guards and jump into the elevator. This takes you to the Baroness's lair.

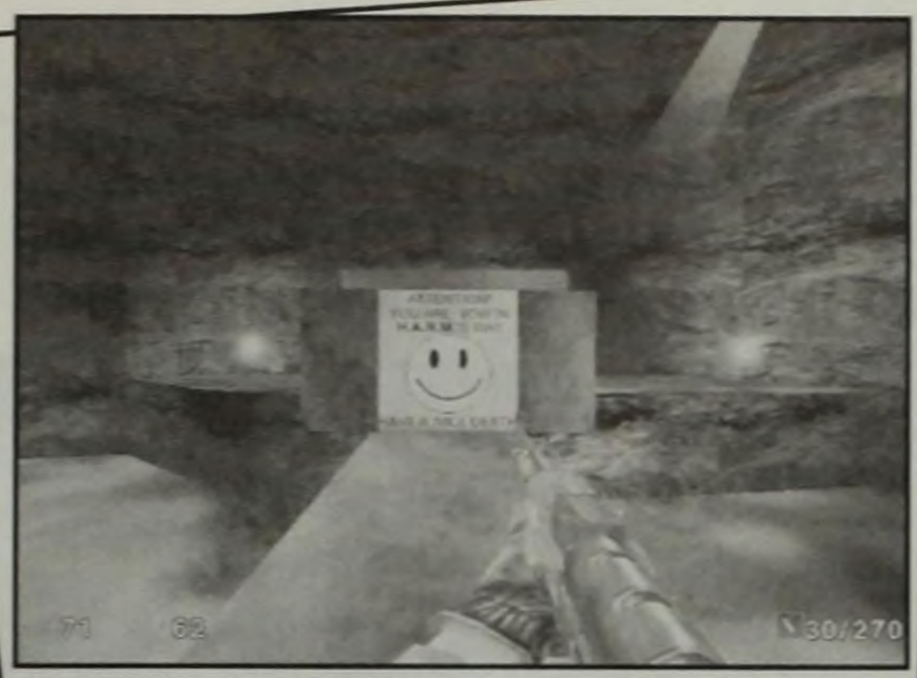


Fig. 17-29. Cate is trapped, with a guard above and an angry shark below.

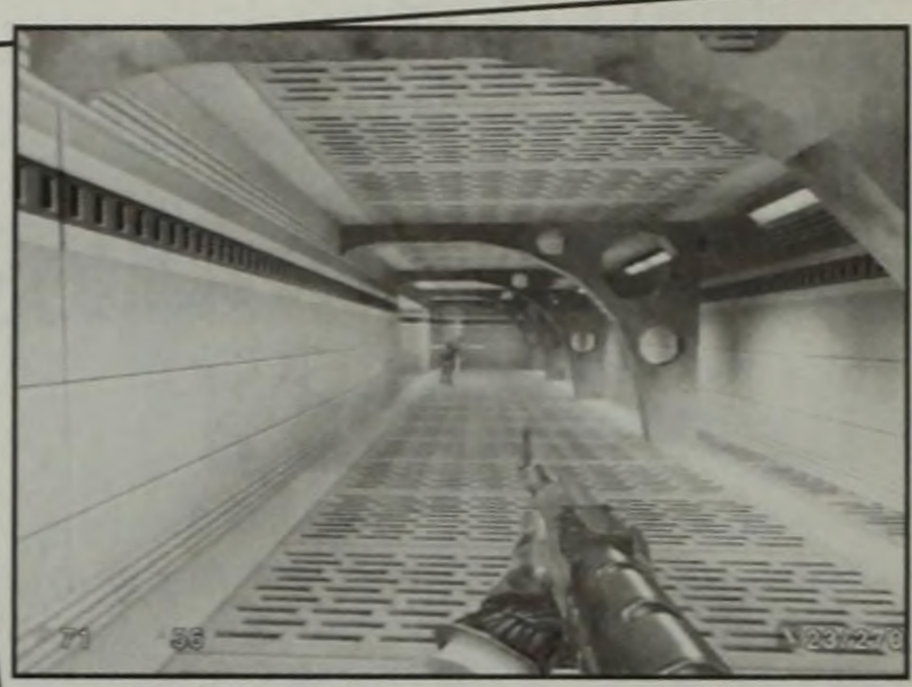


Fig. 17-30. These guards protect the private elevator to the lair.

Walk off the elevator at the top and into the inner sanctum. Again, it looks like a comfortable and opulent lounge. Activate the tap in the bar, and everything changes—maps appear, couches fold away. It looks like everything you'd need to plot world domination. A doorway also opens in the back of the room. Head there next.

Fig. 17-31. The Baroness spared no expense in plotting her world domination.

Fig. 17-32. The office of Baroness Dumas, complete with a Warhol-esque portrait of herself.

A very long corridor leads through a rock tunnel. At the end, two last guards stand in front of an office. Kill them both and walk inside.

Move to the chair to your right. Activate the controls, and the portrait on the opposite wall slides away, revealing the safe. Use the codebreaker to open the safe. The list is inside. After you grab the list, the Baroness appears and commands her two thugs to kill you. Gun them down as they run into the room.

To complete this scene and this mission, open the door and walk toward the helicopter waiting at the far end.

Fig. 17-33. Finally, the list! Now all Cate needs to do is get back to UNITY headquarters.

CHAPTER 18: MISSION 14—A VERY BIG EXPLOSION

Scene 1

You've got the list of infected people, but it won't do any good if you can't get it back to UNITY headquarters. Rather than risk it, UNITY has come to your rescue. A squad of troops is being moved into the chateau by helicopter to extract you and the list. Your job is to reach the helicopters on time to complete your mission.

Fig. 18-1. The UNITY force moves in to help Cate get out safely.

Arm yourself with the Gordon SMG and take out the two goons entering the kitchen as the mission starts. Leave through the door they entered and follow the hallway. Enter the room to the right.

You need to move quickly now. Three H.A.R.M. thugs will turn over the large table in this room and fire at you from behind it. While they are tipping the table over, run in behind the table and drill all three of them. There's a suit of body armor near the fireplace. Get this, then open the grating on the back wall and go through.

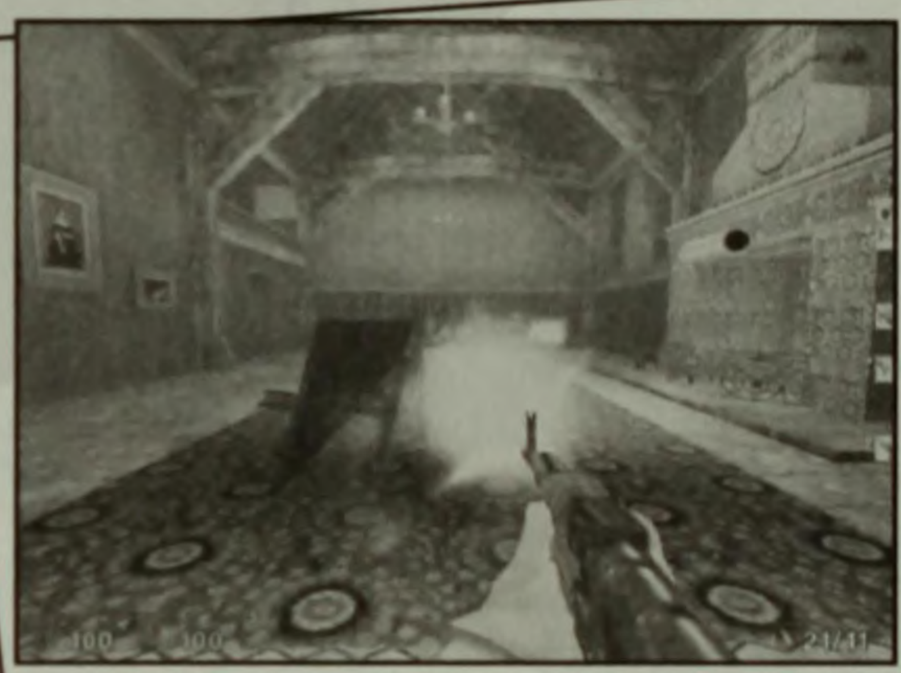
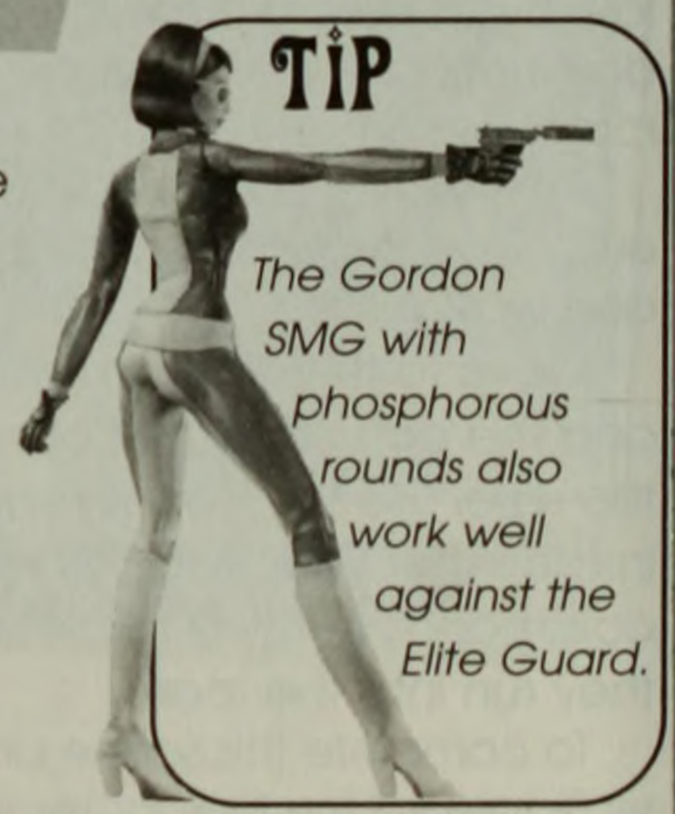


Fig. 18-2. Cate drills three thugs before they can eliminate her.

At the far end of this secret passage, open the grate and kill the two guards in the hallway beyond. Turn to the right and open the large double doors. This leads into the main hall.

You'll face your first serious battle of this scene here. You've seen the Elite Guards in cinematic scenes earlier, but now you have to face one of them. She'll come from the balcony across the hall, and will attack with a Geldmacher. Use the pillars for cover and kill her off with the AK-47 or the grenade launcher.



Go up the stairs and to the right. Go straight ahead. You'll see an area of the wall in front of you that looks like a door. To open it, move the picture to the left of the hidden door. Open the wood panel inside and take out the three guards waiting inside for you.

Fig. 18-3. Cate takes on the first of the three Elite Guards.

Fig. 18-4. Cate eliminates another three guards quickly, thanks to the phosphorous rounds.

Look inside the fireplace in this room. There is a small switch on the left side. Flip this, and the back of the fireplace will open up to the next room. There are three more goons here that need killing. Collect their weapons, then open the hidden door to the left of the bed—there's no switch for this one, you can simply open it. Move into the next secret corridor.

You can enter the next room either through the grating near the floor as you enter or through the door at the back. Both open into the library area, which contains four thugs. Kill them all off and move into the room. Go through the door all the way across the room on the right, call up the elevator and take it down to the ground floor.

Move into the next room, where you will encounter a UNITY agent. He'll tell you that there are helicopters outside waiting for you. He'll then open the door and be quickly wiped out by the goons beyond. Open fire and kill them, then head out and go left.

Follow the path up the stairs to the gate. Pick off the guard in the window under the searchlight, then open the gate to the right. Move to the large wooden door and open it up. There are three goons behind the door, and as soon as you start shooting, more

Fig. 18-5. Cate has another firefight in the chateau's library.

Fig. 18-6. Cate meets up with Elite Guard number 2.

TIP

While you are waiting for the elevator, follow the hall to the end of the balcony. You'll find body armor here, and you'll get a look at the UNITY agent waiting for you.

will arrive from the door on the left. Worse, you'll face the second Elite Guard.

This one is armed with an AK-47. The good thing is that her reload time is long, which allows you to hit her with your AK-47 a lot before she can retaliate. When the guards are dead, move into the area behind the large door, grab the body armor in the back corner, then go through the door where the additional guards came from. Kill the guard in the next area and open the door at the far end.

Fig. 18-7. Cate lines up the final Elite Guard.

Fig. 18-8. Cate jumps off the eaves and runs to the gondola. She'll have to figure out a way to escape from here.

Outside, you'll see another UNITY guard, who is quickly killed off by the third of the Elite Guards. This one, like the first, uses a Geldmacher, and she fires phosphorous rounds. Use the doorway for cover and pick her off.

The good news is that you've killed off all the goons. The bad news is that the helicopters have left without you. Move straight ahead and slightly left to the crates on the opposite side of the courtyard. Jump on them, then onto the slanted beam. Walk up the beam to the eaves. Follow the eaves all the way around to the far side of the courtyard. An explosion will take part of the eaves ahead of you.

Drop off the eaves to the left of the rubble, near the door. Walk forward to the door to complete this scene.

Scene 2

The gondola appears to be the only way off the mountain. You'll have to get on and get to the base of the mountain to get the list of victims to UNITY.

As the mission starts, you see the helicopters flying off. They turn around, because their mission was to get you off the mountain. But meanwhile, you work on your own escape.

Arm yourself with a machine gun and walk toward the gondola platform. Kill the two guards here and collect their pistols, then walk to the gondola controls.

Fig. 18-9. Two guards stand between Cate and the gondola.

Flip the switch on the gondola controls and jump in. The gondola starts moving in seconds. Take a breather. You have some difficult fights ahead of you.

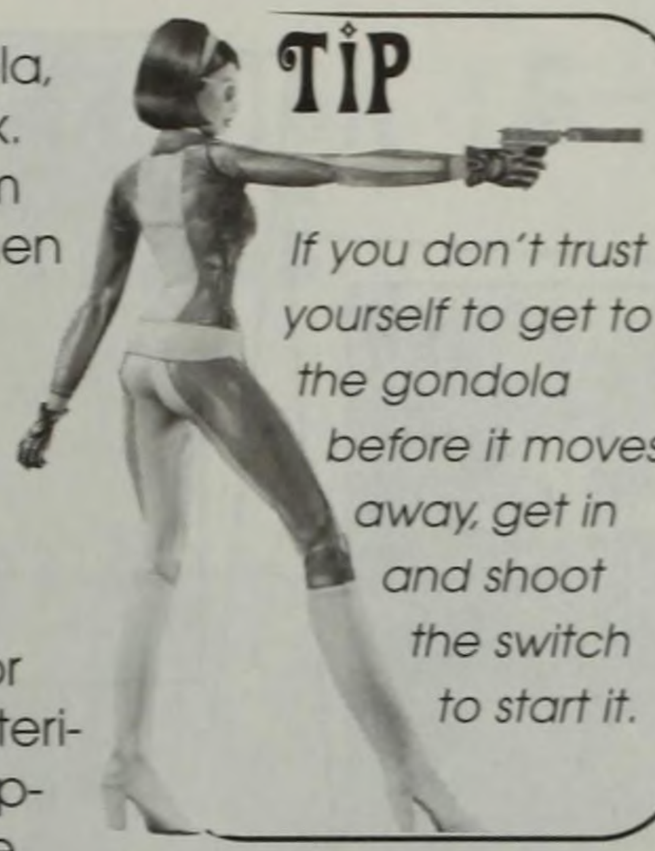
While you are in the gondola, H.A.R.M. helicopters will attack. You'll almost always hear them long before you see them. When you hear the beating rotors, look to the left and right rear of the gondola. Shoot the helicopters' cockpits to destroy them quickly.

Take a few shots as they approach; when the side door opens, riddle the helicopter interior. You must destroy the helicopters. Killing off the guys with the guns helps.

There are six H.A.R.M. helicopters in all. After you have destroyed the sixth, you will see a short cinematic scene. Baron Dumas sits down to a large meal but gets a terminal case of indigestion, thanks to Dr. Schenker's formula. The explosion takes off the top of the mountain, leading your rescue team to believe you are dead. You'll have to get out on your own.

At the edge of the gondola, equip your belt buckle. Use it on one of the hooks on the tower near you. Climb down the ladder.

On the ground, you confront Volkov, who tells you that if you give him the list, he'll kill you quickly. Just as you are about to fight it out, the ground shakes and splits open. You and Volkov are deposited into a cave.



TIP

If you don't trust yourself to get to the gondola before it moves away, get in and shoot the switch to start it.

Fig. 18-10. Not content to let Cate escape uneventfully, H.A.R.M. moves in with the big guns.

Fig. 18-11. Cate fights off another enemy helicopter.

Fig. 18-12. Baron Dumas sits down to his final meal.

Fig. 18-13. Cate leaves the gondola for a nearby tower.

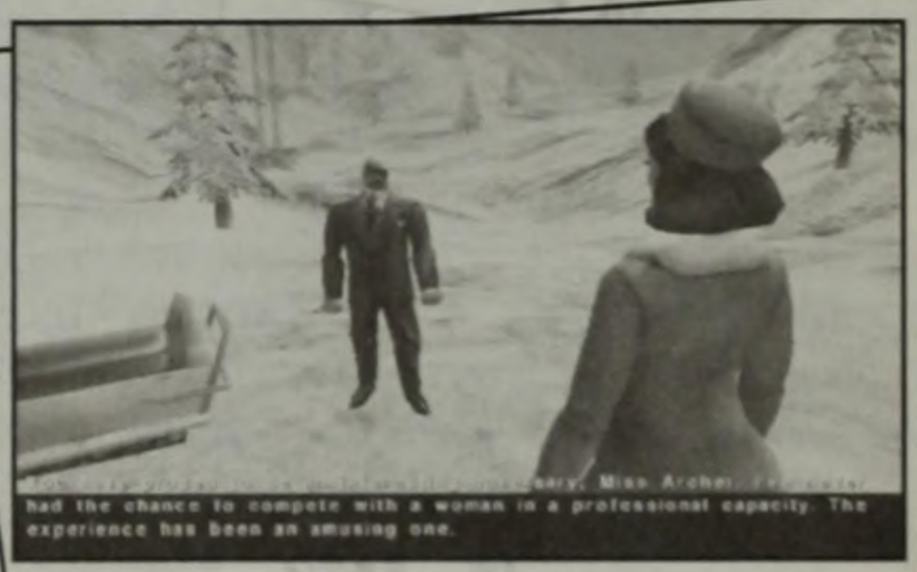


Fig. 18-14. Volkov and Cate square off.

The situation is not good. Volkov stands on a platform separated from you by a large chasm. He's armed with an AK-47; you've lost all of your weapons. You need to reach your pistol before he finishes you off.

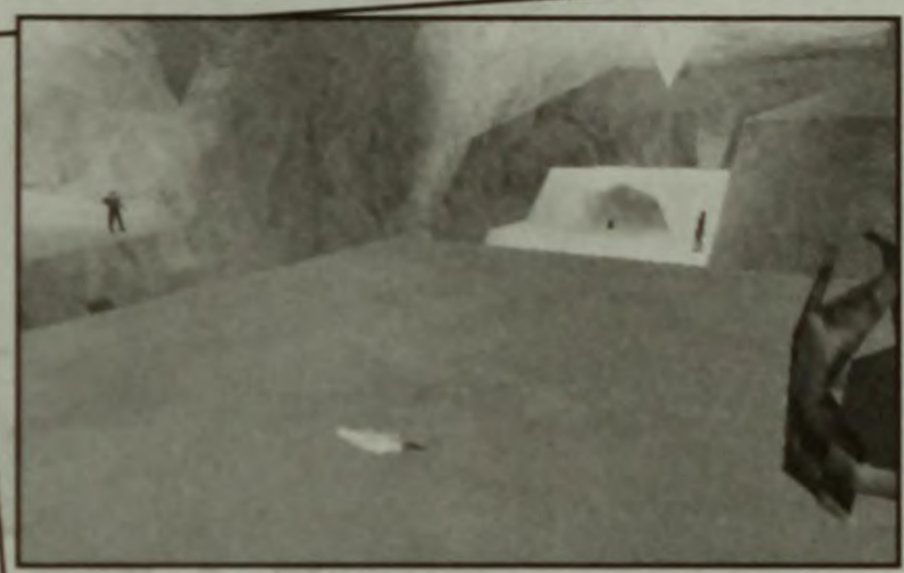


Fig. 18-15. A desperate situation for Cate Archer.

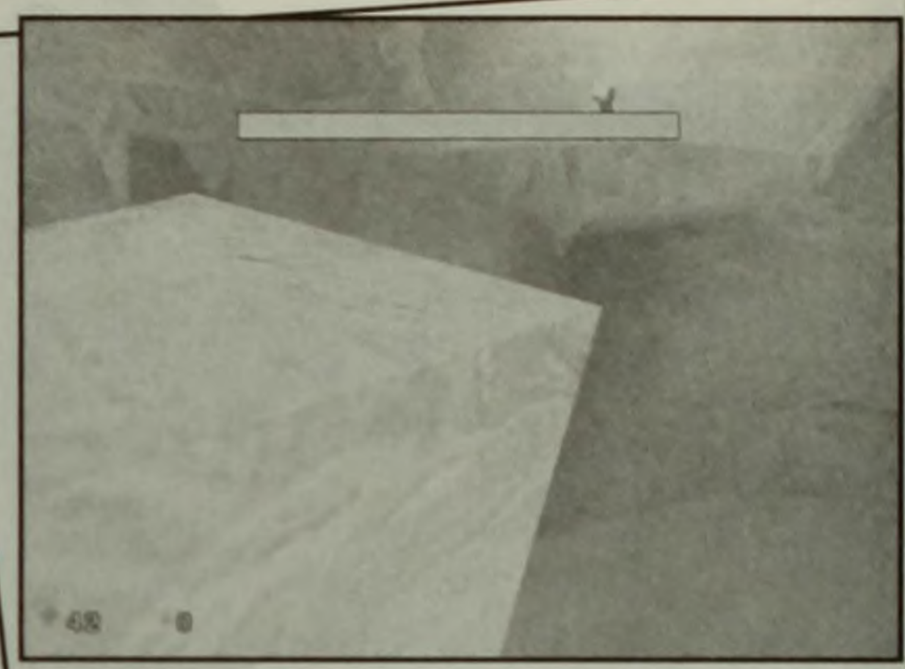


Fig. 18-16. Cate jumps to the ground while Volkov takes a few well-aimed shots.

As soon as you can, move into the small cave to your right. Volkov's shots will knock down an icicle in front of you. Jump down to the icicle, then to the ground. Move to the right as quickly as possible, and follow the ledge all the way around.

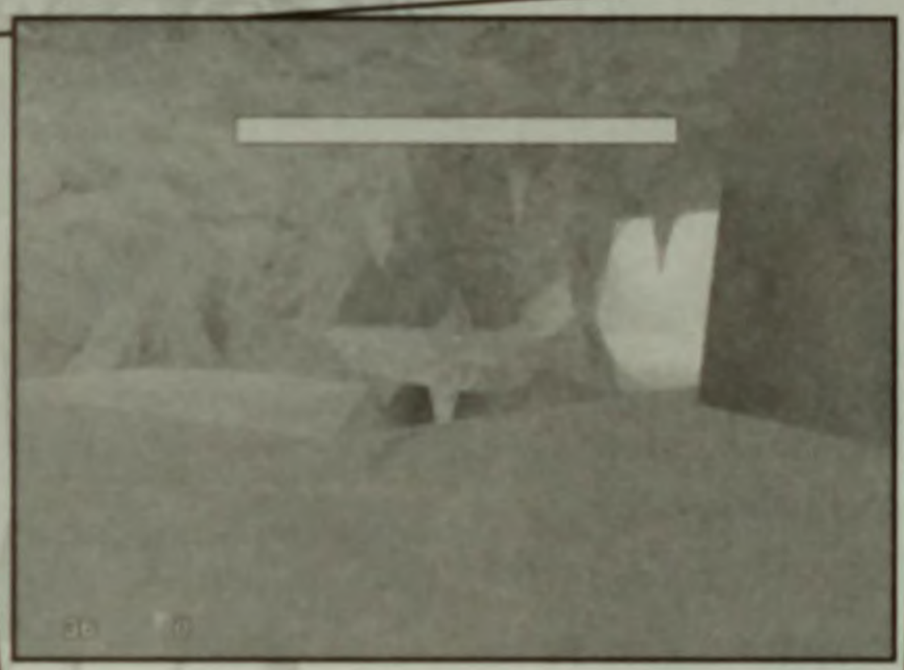


Fig. 18-17. Cate is close to her pistol. She'll need it to get out of here alive.

Fig. 18-18. Cate slowly takes Volkov down.

You will be hidden from Volkov's view most of the time, so don't worry about getting shot. When you can't move any farther, jump to the platform above you and hide behind the large ice pieces. Move to the left to reach your pistol.

After you have the pistol, move back to the large pieces of ice and hide again. Lean out and take down Volkov. You have to do this piecemeal. Pop out, take a couple of shots and move back into cover. When Volkov moves out of cover, you have a couple of seconds to hit him before he returns fire.

When you have eliminated Volkov's health bar, he makes a run for it. Unfortunately for him, the ground gives way, dropping him deep into the ice cave. The list is safe for now.

Fig. 18-19. Is this the end of Dmitrij Volkov?

CHAPTER 19: MISSION 15— SUCH IS THE NATURE OF REVENGE

Scene 1

You've done everything. You found the antidote, you located the list, and you've reached safety. You've done everything that has been asked of you by UNITY and more. It's all over...or is it?

Fig. 19-1. Cate calls UNITY headquarters to tell them the good news.

Fig. 19-2. Unfortunately, the Baroness has survived!

You phone UNITY headquarters and tell Jones that you've escaped with the list. He's overjoyed, naturally, and surprised that you survived. The men sent to retrieve you believed you'd been killed in the explosion at the chateau.

Just as you think your triumph is complete, you are confronted by Baroness Dumas!

When you regain control, fight it out with the Baroness. Shoot her three or four times as quickly as possible to reduce her health bar to zero.

The Baroness tells you that you still haven't won, because you haven't yet delivered the list. She is convinced she will still have the last laugh, because she has injected herself with Schenker's formula and will explode in just a few minutes! You've got to clear the streets of people to prevent a massive catastrophe.

You need to get all of the civilians off the street, and you only have a couple of minutes to act. Look up and to the right; kill the guard on the balcony above you, then turn around and get the UNITY ammo case. Run past the phone booth to the two people cowering nearby. Activate them, and they will run for shelter. Switch to the cyanide-tipped bullets.

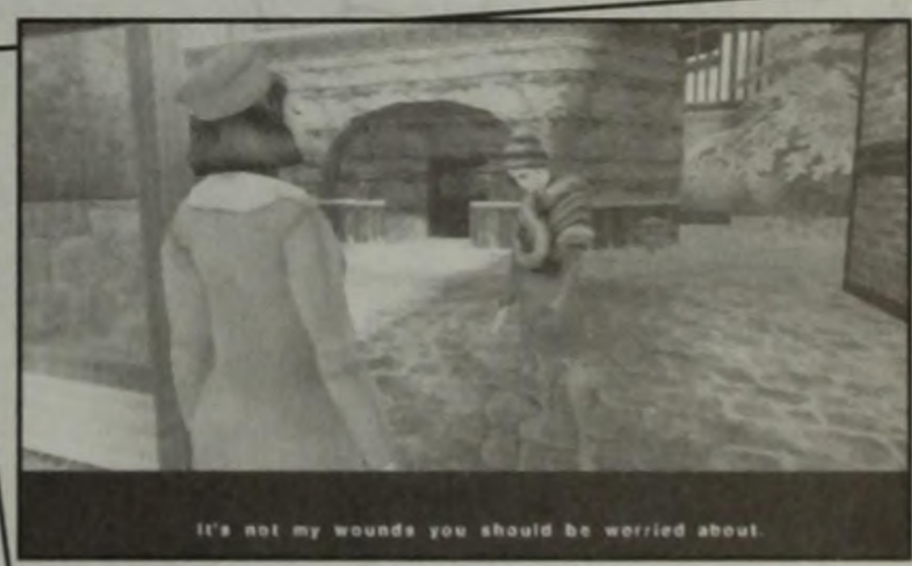


Fig. 19-3. The Baroness gives Cate bad news.

Go around the corner to the right and head straight down the passageway. Go left at the end. You are outside a restaurant. There are two more people in the courtyard to your right. Activate them to send them to safety, then take out the thug on the far balcony.

Fig. 19-4. Cate runs to save two potential victims.

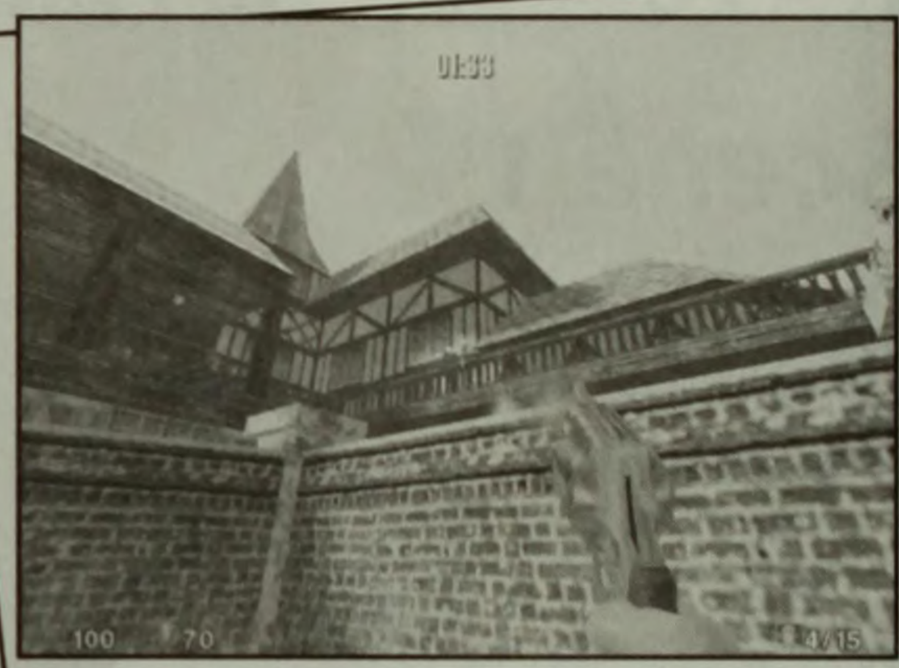


Fig. 19-5. Cate rescues the civilians before killing off this goon.

Head out of this courtyard and go right. Look to the right around the corner and activate the woman, then turn around and go left down the long tunnel. Follow this up the ramps and open the door at the end to find two more civilians outside the buildings. Activate them, as well as the third civilian standing on the stairs to the right.

Head straight through the doorway to the left and up the stairs at the end. Go around the crates and out to the van. Activate the civilian here and go up the stairs. Kill off the goon at the top of the stairs and run along the balcony behind the civilian. There is one more thug on the balcony ahead of you. Kill him on the run.

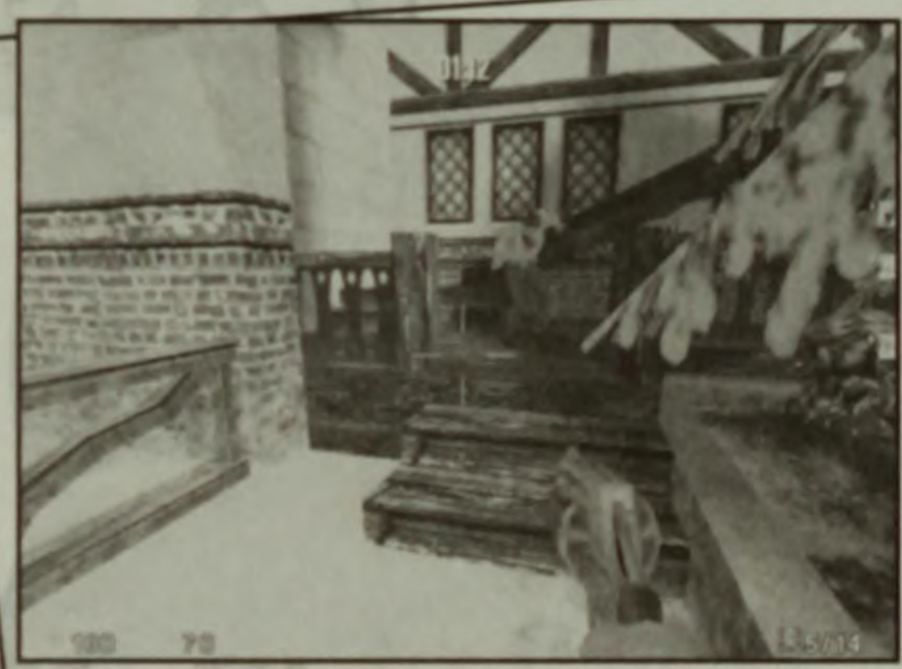


Fig. 19-6. The third civilian in this area is easy to miss.

Fig. 19-7. The last two civilians are at the end of the road.

Keep running along the balcony past where this last guard was standing. Move to the stairs and drop down to the ground below. Activate the last two civilians, and take shelter.

With the last of the civilians safe, the Baroness explodes and kills no one but herself. UNITY has triumphed again!

Scene 2

You return to UNITY headquarters to receive commendation from your superiors at last. It was a job well done. The world is safe; most people didn't even know it was in jeopardy. Ultimately, that's the hallmark of a truly successful UNITY mission.

Later, you go to Bruno's grave to mourn, and are surprised by a person from your past—Tom Goodman! He's still alive, and extremely upset with you.

Goodman survived because Volkov didn't really shoot him. He's been the traitor all along! Promised a huge amount of money for selling out UNITY, he has given the other side information every step of the way.

Fig. 19-8. Cate even gets an apology of sorts from Smith.

Fig. 19-9. Tom Goodman is still alive!

When your conversation is over, you have to shoot it out with Goodman, and all you have is your Petri .38. Move right immediately and grab the UNITY case for additional ammunition. Hide behind the tombstone and shoot at Goodman while he runs from place to place.

Fig. 19-10. Goodman admits his treachery.

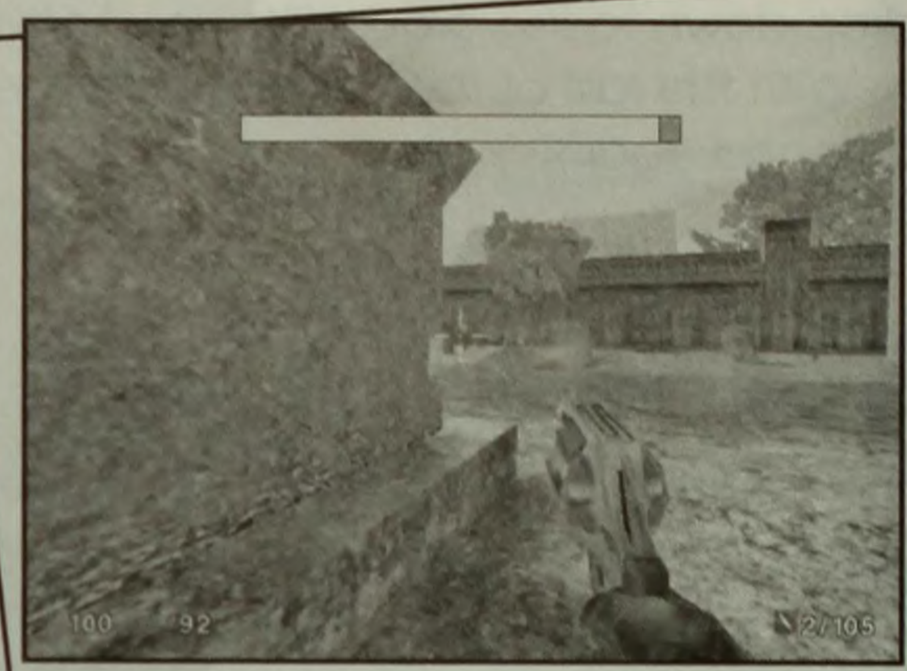


Fig. 19-11. Cate shoots. Goodman moves between two tombstones, giving her the chance to get in a few shots.

Fig. 19-12. Cate makes a run for the poison antidote.

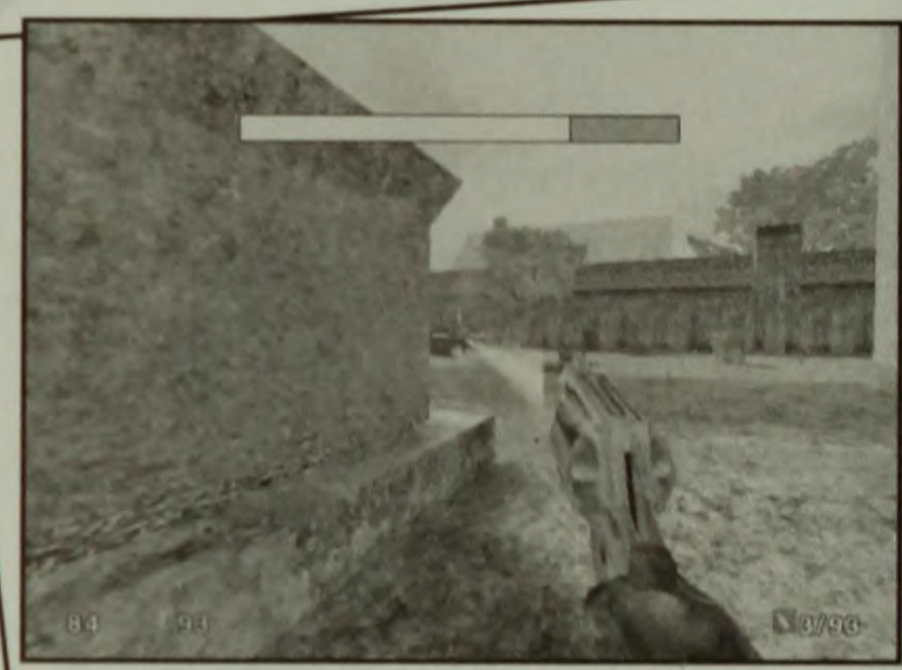


Fig. 19-13. Cate scores a couple of hits while Goodman moves to a better position.

This fight is your toughest in some ways. Goodman uses specially treated bullets that poison you when they hit. Each time he scores, you lose health as well as armor.

Grab the poison antidote lying on the ground between your position and Goodman's. It's worth taking a couple of hits to get it.

Protect yourself with suits of body armor, which are lying on the ground in back of you behind two large tombstones.

This battle will take time. Attack while Goodman is moving from place to place, because he won't return fire then. Hide behind the tombstone and reload after each attack, even if you don't fire all five pistol bullets.

When you succeed in wearing Goodman down, confront him. At this point, you aren't sure if you can kill him in cold blood, but the decision is taken away from you. Smith appears and shoots Goodman, who falls into an empty grave.

Chapter 19: Mission 15—Such Is the Nature of Revenge

It then appears as if Smith is going to shoot you, but Jones appears suddenly and puts a round into Smith. Smith has been a traitor as well! Jones has long suspected him, but needed confirmation.

Fig. 19-14. Smith's arrival prevents Cate from having to finish off Goodman.

Fig. 19-15. The real traitor at last.

Naturally, you're upset. If Jones suspected Smith of treason, he should have warned Bruno. It turns out that he did. Bruno is still alive, and he's here as well!

Smith stands up and appears ready to take a final shot, but you finish him off with a round from your Petri. Everyone seems to be fine. It's time for the mystery to be unraveled at last.

Fig. 19-16. Bruno is alive!

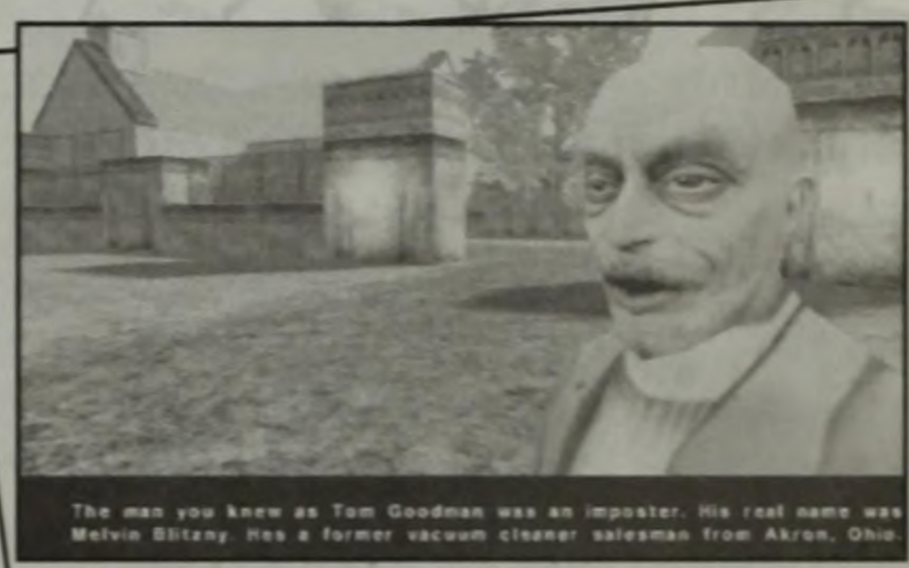


Fig. 19-17. The real Tom Goodman died in Amsterdam. The man Cate worked with was an imposter

The real Tom Goodman died in Amsterdam. The man you knew as Goodman was a look-alike, an imposter who was working with Smith to discredit UNITY. Smith, upset at being forced into retirement, joined forces with H.A.R.M. to bring the UNITY to its knees. If UNITY failed completely in this series of missions, Jones would be forced to step down, and Smith would take over as the head of UNITY.

Unfortunately for Smith, you foiled his plan. He put you on the case originally because he believed you would fail at every turn. His plan backfired when you proved to be much more competent than he thought.

And so, the world has been saved once again, and UNITY has uncovered the traitor in its midst. Nice work, Agent Archer!

CHAPTER 20: MULTIPLAYER GAMES

Deathmatch

Of the two multiplayer game types available, Deathmatch is the one most familiar to most gamers. In Deathmatch, the goal is to kill everyone you come across while staying alive. The mechanics of the multiplayer game are the same as those of the single-player version of *No One Lives Forever,* but the games have little else in common.

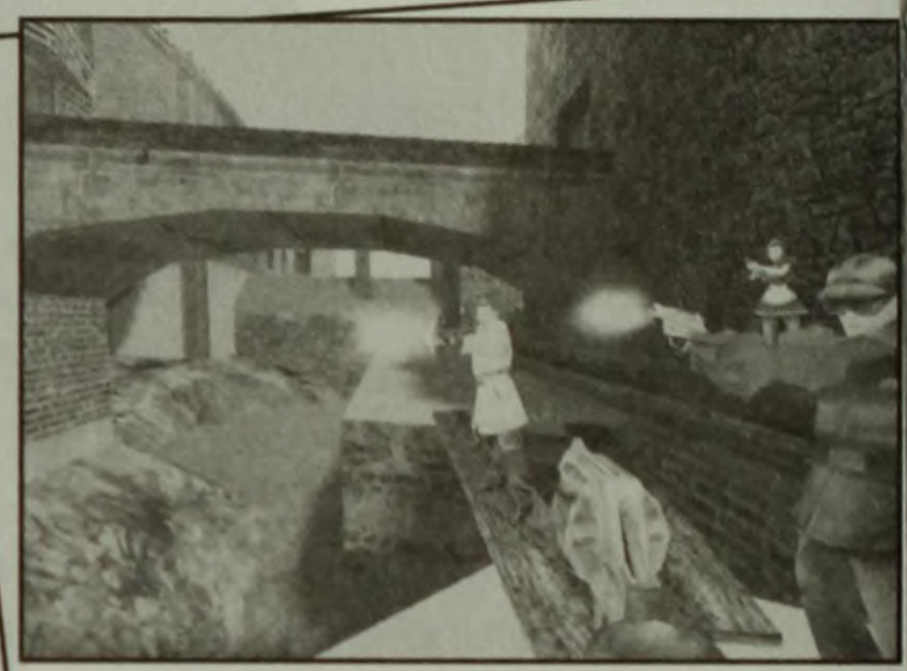


Fig. 20-01. Body shots are a good way to score hits in multiplayer combat.

Much of the advice for the single-player game applies here, too. Reload your weapon as often as possible. Human opponents will be more relentless than the typical H.A.R.M. goon. Having to reload in the middle of a fight can be suicidal.

Aim for the body whenever possible. Your enemies will be moving quickly. Aiming for the body helps insure that you score a couple of solid hits.

Burst fire is even more important in multiplayer games, because it's easy to burn through your ammunition in seconds. Firing in bursts will help you score hits and conserve ammunition for other enemies later on.

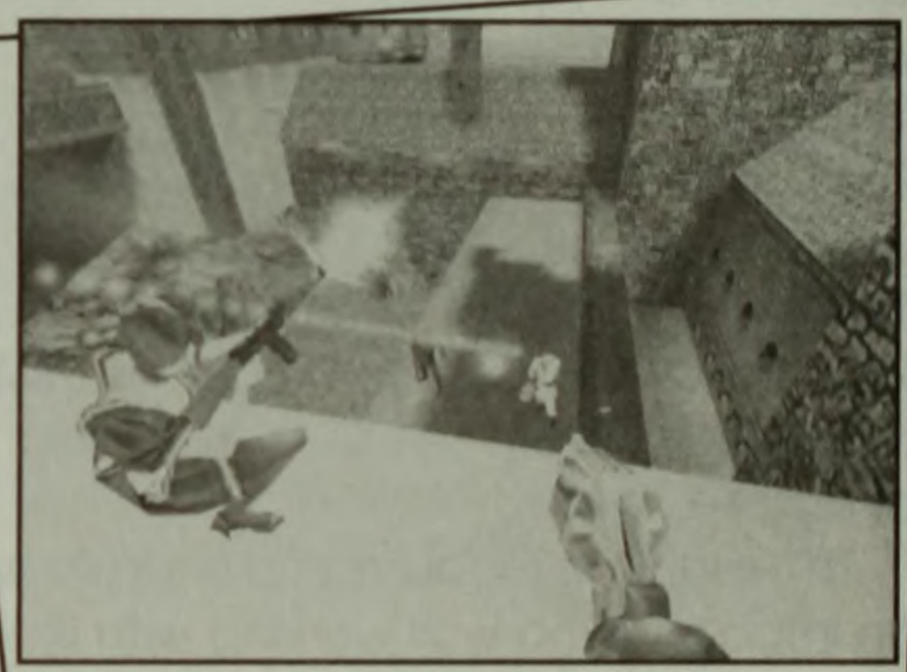


Fig. 20-2. Ambushes are possible, but movement is critical in Deathmatch games.

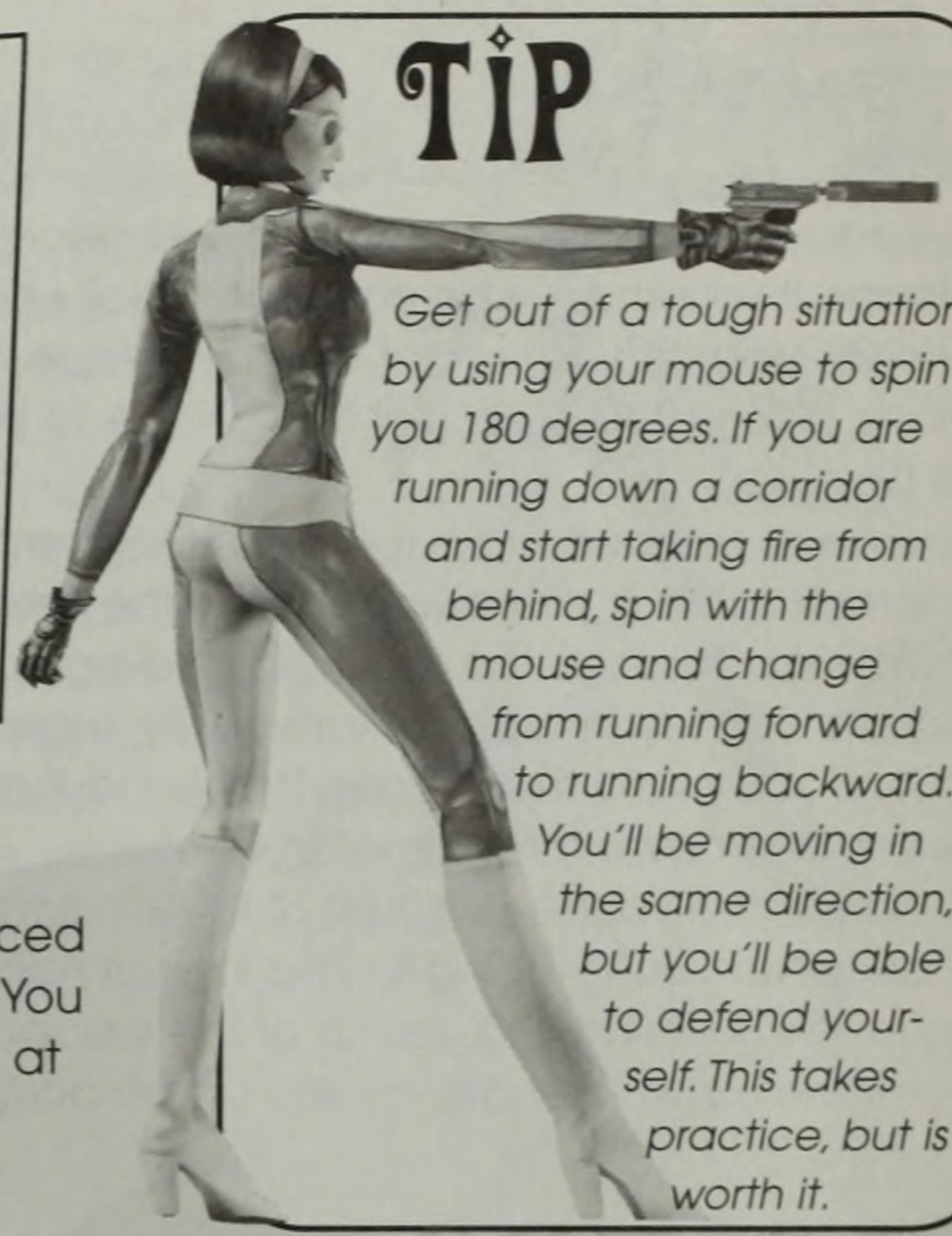
Some techniques that work well in single-player games are practically fatal in the multiplayer game. First, don't loiter or move slowly, as you would in a single-player game. Keep moving. Ambushes are possible, but you must be on your feet most of the time. If you wait for an enemy to wander by, you're dead meat if spotted. Keep moving; there's no time for walking in Deathmatch.

Movement is also important because it increases your chances of finding weapons, ammunition, body armor, and other survival items. If you stand in one area, you won't find any power-ups. Moving increases your chances to strengthen yourself.

You can fire often from a fixed position in the single-player game, but you won't have that luxury in multiplayer. Learn to shoot on the run, and more importantly, learn to strafe. There's not much call for strafing in the missions, but it's useful in multiplayer games.

To strafe, use the keys that move you sideways (default A and D to move left and right). This allows you to face one direction but fire in another. While your shots go to the target, you are moving out of the way of incoming fire. For more advanced play, practice moving in a circle around a central point. You present a difficult target while keeping your fire directed at the enemy.

Fig. 20-3. Strafing left and right directs lots of fire at many enemies at once.



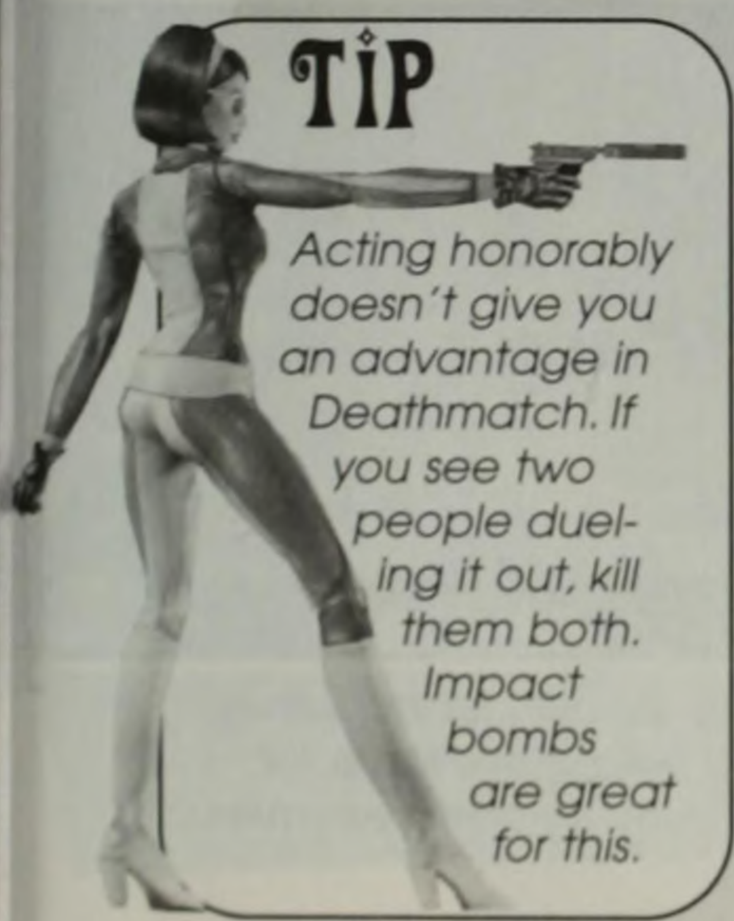
TIP

Get out of a tough situation by using your mouse to spin you 180 degrees. If you are running down a corridor and start taking fire from behind, spin with the mouse and change from running forward to running backward. You'll be moving in the same direction, but you'll be able to defend yourself. This takes practice, but is worth it.

Turn off the auto-switch when you pick up a new weapon. Never switch weapons without intending to. Picking up a new weapon in the middle of combat and automatically switching to it costs you precious seconds while your enemy is shooting and you are not. Switch weapons when you need to, but the switch should be your choice.

In Deathmatch games, weapons with fast reload times and large clips are better than those with smaller clips and slower reloads. The spear gun is deadly when it hits, but if you miss, your enemy will have a few seconds to kill you before you can get off another shot. Use the machineguns when you have them—nothing puts more killing potential in your hands.

Fig. 20-4. Most players prefer to use automatic rifles and SMGs.



TIP

Acting honorably doesn't give you an advantage in Deathmatch. If you see two people dueling it out, kill them both. Impact bombs are great for this.

Listen for the sound of someone spawning after they've been killed. A character recently returned from the dead is weak, with few weapons and little ability to defend himself, which makes for an easy kill.

Learn the areas because items appear in the same places. If you know where you can pick up an AK-47 or impact bombs, you've got an advantage. Learn as many different ways to get from place to place as possible.

One of the best ways survive in Deathmatch is to be unpredictable. If you always go for the same weapon or always run through the map along a particular path, other players can lay in ambush for you. By knowing different routes, you avoid these traps. Rarely go the same way twice, and never three times in a row.

Familiarize yourself with all of the weapons; you never know what you're going to find in your hands at a critical point. Knowing how to use all of the weapons allows you to fight comfortably with whatever you come across—a big advantage.

Fig. 20-5. All of the weapons and items come in handy in multiplayer games.

H.A.R.M. vs. UNITY

H.A.R.M. vs. UNITY is team Deathmatch. One group of players takes the role of H.A.R.M.; the other plays agents of UNITY. The game is similar to regular Deathmatch, with some important differences.

The first difference is communication. Tell your teammates where enemy ambushes are. Let them know where you are and what you are planning to do. A group of five people working as a team will beat five players acting as individuals almost every time. Coordinating your movements and your efforts requires communication, so talk.

Sniping is more useful in a team game setting, particularly because an interesting element has been added: Both sides have a particular intelligence item that can be photographed. Photographing the item counts for a kill (or more, depending on the way the game is set up).

Fig. 20-6. In team games, help is available for running down enemies.

If you find a photographable item, place a guard near it to pick off any enemies who try for a quick photograph. They'll have to put on the sunglasses and won't have a weapon handy to defend themselves.

When making a run on the enemy photographable intelligence item, take an escort. While one player takes the photograph, one or more teammates can clear out any enemy resistance. Again, communication is critical for this kind of operation.

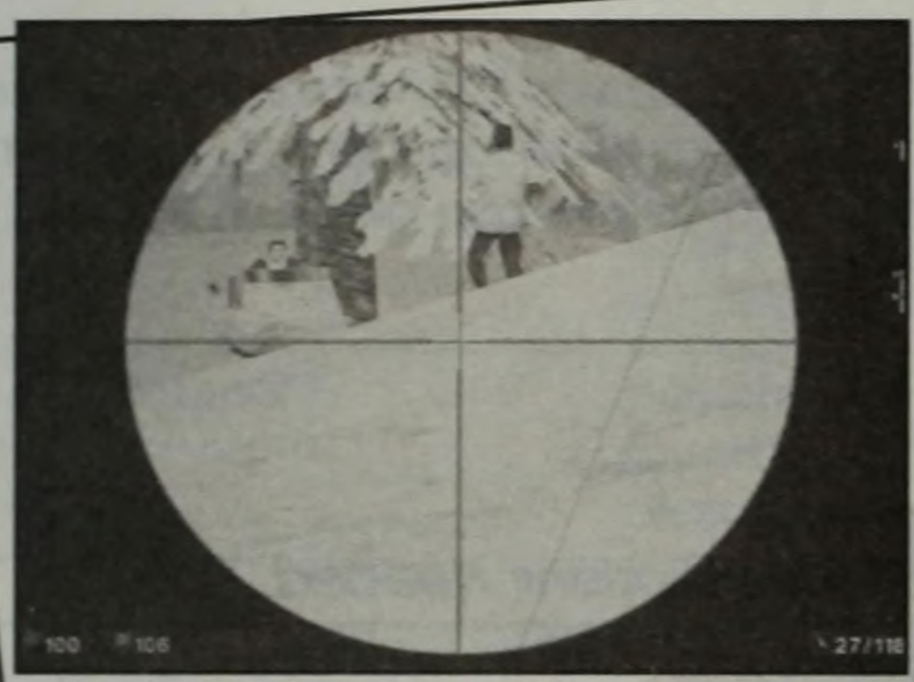


Fig. 20-7. Sniping plays a larger role in the team game.

Another important aspect of team play is that you can't simply take all of the items you find. Someone else may need that body armor or weapon more than you. Pay attention to what your teammates need; keeping everyone strong helps the whole team.

TIP

While communication is important, be concise. Too much talking means everyone spends their time reading instead of playing.

INTELLIGENCE ITEMS AND BONUS SYSTEM

Intelligence Items

The following is a list of the intelligence Items available in the *No One Lives Forever* missions. Some of these Items can only be found by playing missions a second time with equipment that becomes available later in the game. Additionally, some Items appear in more than one place. In these cases, the possible locations are listed as "a" and "b."

The Assignment—16 Items

Item	*Item Type*	*Location*	*Special Actions Needed*
1	Briefing Item	Briefing Room	Select "I'm sorry if I kept you waiting" response
2	Briefing Item	Briefing Room	Select "I'll try to surpass" response
3	Blueprint	Advanced Field Tactics, found during training on intelligence Items	—
4	Dossier	Advanced Field Tactics, found during training on intelligence Items	—
5	Briefcase	Advanced Field Tactics, found during training on intelligence Items	—
6	Letter	Advanced Field Tactics, found during training on intelligence Items	—
7	Envelope	Advanced Field Tactics, found during training on intelligence Items	—

The Assignment—16 Items (cont.)

Item	Item Type	Location	Special Actions Needed
8	Film	Advanced Field Tactics, found during training on intelligence Items	—
9	Reel-to-Reel Tape	Advanced Field Tactics, found during training on intelligence Items	—
10	Loose Files	Advanced Field Tactics, found during training on intelligence Items	—
11	Blueprint	Advanced Field Tactics, found in hallway after disarming explosives	—
12	Letter	Advanced Field Tactics, found in hallway after sneaking past scientists	—
13	Note	Weapons Training, attached to wall in first area of weapons training	—
14	Note	Weapons Training, attached to wall in second area of weapons training	—
15	Dossier	Santa's Workshop	On table after using lockpick
16	Note	Santa's Workshop, attached to wall across from dossier	—

Misfortune in Morocco. Scene 1—7 Items

Item	Item Type	Location	Special Actions Needed
1	Envelope	Apartment 28, on table	—
2	Letter	Balcony, on railing across from stairs	—
3	Film	Courtyard, in front of soda machines	—
4	Envelope	Room 25	Return to mission with zipcord in inventory. Use zipcord to enter window from courtyard below. Item is on dresser in this room.
5	Loose Files	Room 12, under dresser	—
6	Letter	Mailbox	Choose either second or third response when talking to Bruno at start of mission.
7	Letter	Mailbox	Choose third response when talking to Bruno at start of mission.

Misfortune in Morocco. Scene 2—14 Items

Item	Item Type	Location	Special Actions Needed
1	Note	Outside of locked gate	—
2	Letter	Room 101, under bed	—
3	Dossier	Inside locked room near bickering couple	—
4	Letter	Suite 204, on dresser	—
5	Briefcase	Room 201	Go out on balcony, jump onto railing, open shutters on window , and sneak into room
6	Envelope	On bar in courtyard	—

Misfortune in Morocco. Scene 2—14 Items (cont.)

Item	Item Type	Location	Special Actions Needed
7	Loose Files	On travel agent's desk	—
8	Dossier	On ledge in back of hotel restaurant	—
9	Briefcase	On ice machine behind restaurant	—
10	Loose Files	On table by elevators	—
11	Briefcase	By luggage cart near elevators	—
12	Loose Files	On table in courtyard near conference room	—
13	Note	On wall in back of area where you speak with Bruno	—
14	Ledger	On windowsill near note	Return to mission with sunglasses and take picture of ledger

Misfortune in Morocco. Scene 3—11 Items

Item	Item Type	Location	Special Actions Needed
1	Dossier	On bench past starting courtyard	—
2	Letter	In planter at top of ramps	—
3	Envelope	Near pay phones	—
4	Envelope	On floor past pay phones	—
5	Dossier	Under table on balcony	—
6	Letter	Under table on balcony across from dossier	—
7	Briefcase	In alley	—
8	Loose Files	In alcove in room past blue door	—

Misfortune in Morocco. Scene 3—11 Items (cont.)

Item	Item Type	Location	Special Actions Needed
9	Dossier	On couch in room past blue door	—
10	Blueprint	Near UNITY case in hidden area by canal	—
11	Briefing Item	Received by interrogating prisoner	—

Misfortune in Morocco. Scene 4—9 Items

Item	Item Type	Location	Special Actions Needed
1	Envelope	In tent in first set of ruins	—
2	Note	On sign at minefield	—
3	Briefcase	By van in minefield	Mine detector glasses are helpful
4a	Letter	In water near entrance to house	—
4b	Letter	Near urn in hallway just beyond water area	—
5	Briefcase	Behind crate in room with opened crates	—
6a	Letter	On ledge at end of ramp	—
6b	Letter	On ledge near goons talking about the ship in the harbor	—
7a	Film	On fountain near generator	—
7b	Envelope	Behind tree near where one guard kills another guard	—

Misfortune in Morocco. Scene 4—9 Items (cont.)

Item	Item Type	Location	Special Actions Needed
8a	Letter	On crates near generator	—
8b	Briefcase	Behind generator	—
9a	Dossier	In right-hand room in courtyard area	—
9b	Dossier	On top of crates, first door on the right when entering the house area	—

Requiem for a Spy—2 Items

Item	Item Type	Location	Special Actions Needed
1	Briefing Item	Briefing room	Select "I'd like to remind you" response
2	Ledger	Advanced Field Tactics, take picture with sunglasses in training	—

Berlin by Night. Scene 1—3 Items

Item	Item Type	Location	Special Actions Needed
1	Envelope	By pay phone	—
2	Letter	On file cabinets in guardhouse outside STASI facility	—
3	Letter	On desk in guardhouse near end of scene	—

Berlin by Night. Scene 2—10 Items

Item	Item Type	Location	Special Actions Needed
1	Note	On wall to left at start of scene	—
2a	Letter	On filing cabinets in guard office near warehouse	—
2b	Letter	On filing cabinets near guards talking about Dieter	—
3a	Reel-to-Reel Tape	On desk in observation room of warehouse	—
3b	Reel-to-Reel Tape	On shelves below observation room of warehouse	—
4	Letter	On crates in warehouse near locked gate	—
5a	Loose Files	In kitchen by sink	—
5b	Loose Files	On table in cafeteria	—
6	Ledger	In library room	Take picture with the sunglasses
7	Ledger	In library room	Take picture with the sunglasses
8	Briefing Item	Werner von Haupt	Select "Sorry, I did my best" response
9a	Letter	Second floor table on balcony in library	—
9b	Letter	on desk near exit from library	—
10a	Letter	On boxes in library basement	—
10b	Film	On floor in library basement	—

Berlin by Night. Scene 3—11 Items

Item	Item Type	Location	Special Actions Needed
1	Ledger	By front desk	Take picture with sunglasses
2	Dossier	In lab at top of stairs	—
3	Letter	On bench by locker area	—
4	Blueprint	In first floor office	—
5	Loose Files	In lab area on desk near giant goat	Replay this mission with codebreaker in inventory. Before taking elevator down to lower level, go through door with red light above it and take elevator down. Use codebreaker on door to right and follow hallway to desk. You can only find this area if you have not set off alarm.
6	Letter	On table in room at bottom of elevator	—
7	Letter	On shelf in cafeteria	—
8	Loose Files	On bench in classroom	—
9	Envelope	Lab across from Dr. Schenker	—
10	Briefcase	Second floor radiation lab	—
11	Loose Files	First floor radiation lab near exit	—

Unexpected Turbulence. Scene 1—3 Items

Item	Item Type	Location	Special Actions Needed
1	Briefing Item	Dr. Schenker	Ask Schenker about his wife, then ask him how his research is possible
2	Briefcase	In baggage room	—
3	Letter	In restroom	—

Unexpected Turbulence. Scene 2—5 Items

Item	Item Type	Location	Special Actions Needed
1	Loose Files	Room behind cockpit	—
2	Briefcase	Next to chair to right of stairs	—
3	Dossier	By hole in airplane fuselage	—
4	Film	On counter by guards near restroom	—
5	Envelope	On tray near back of airplane	—

Care to Explain?—1 Item

Item	Item Type	Location	Special Actions Needed
1	Briefing Item	Briefing room	Select "I did my best" response

Rendezvous in Hamburg. Scene 1—3 Items

Item	Item Type	Location	Special Actions Needed
1	Dossier	Women's restroom	You must pick up this Item before talking to Goodman
2	Letter	Manager's office, on desk	—
3	Letter	Second floor balcony of club	Talk to woman and tell her that her boyfriend is waiting outside

Rendezvous in Hamburg. Scene 2—6 Items

Item	Item Type	Location	Special Actions Needed
1	Ledger	First basement room	Return to mission with sunglasses and take a picture of this Item
2	Dossier	First basement room	—
3	Letter	On table in room to left at top of stairs	—
4	Envelope	In kitchen sink	—
5	Dossier	In bar area, past lounge	—
6	Briefcase	In storage room	—

A Quick Stop at Santa's Workshop—0 Items

A Tenuous Lead. Scene 1—8 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On desk in office at top of stairs	—
1b	Letter	Behind dumpster near start	—
2	Letter	On file cabinets in back office upstairs	—
3	Letter	On desk in locked warehouse room	Return to mission with zipcord. Use zipcord to get to roof of warehouse, then drop down through skylight
4	Loose Files	On boxes outside of locked room in warehouse	—
5	Armor	In locker	Open locker behind thug in locker room
6	Note	On wall by missing valve stem	—

A Tenuous Lead. Scene 1—8 Items (cont.)

Item	Item Type	Location	Special Actions Needed
7	Note	On wall by electrical box	—
8a	Letter	On floor by electrical box	—
8b	Letter	On catwalk at top of electrified ladder	—

A Tenuous Lead. Scene 2—4 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On forklift in warehouse	—
1b	Letter	On boxes near end of first building	—
2a	Loose Files	On desk in office	—
2b	Loose Files	On desk in office	—
3a	Letter	On crates near dock area	—
3b	Envelope	On ground on barge in dock area	—
4	Reel-to-Reel Tape	Locked office	Listen to conversation between guard and manager after you have set four bombs. Manager will open locked office, allowing you to get this Item.

A Tenuous Lead. Scene 3—4 Items

Item	Item Type	Location	Special Actions Needed
1	Loose Files	On table in guardroom near start of mission	—
2	Envelope	On bookshelf in guardroom near start of mission	—
3a	Letter	On crates outside at start of mission	—
3b	Letter	At top of stacked crates in warehouse	—
4	Dossier	Hidden room in outside area past first building	Return to this mission with zipcord. Use this to reach platform above crates. Jump across pegs, which crumble when you land on them, to reach room on far side. There is also a UNITY case, body armor, and a pair of earplugs in this room. To return to ground, use zipcord again and drop down onto crates.

A Tenuous Lead. Scene 4—8 Items

Item	Item Type	Location	Special Actions Needed
1	Blue Barrel	Cargo hold	Take picture with sunglasses
2	Yellow Barrel	Cargo hold	Take picture with sunglasses
3	Red Barrel	Cargo hold	Take picture with sunglasses
4	Green Barrel	Cargo hold	Take picture with sunglasses
5	Bonus Item	Cargo hold	Received when all four pictures of barrels are taken
6	Letter	By lockers in cargo hold	—

A Tenuous Lead. Scene 4—8 Items (cont.)

Item	Item Type	Location	Special Actions Needed
7	Letter	In crate in cargo hold	From green barrel, jump onto crates and walk across them to middle of room. Look down to an area where you can safely drop to ground near a crate with its door ajar. The Item is in this crate, along with a UNITY case and body armor.
8	Letter	Ship hallways, on duct, near location of sailors	—

A Tenuous Lead. Scene 5—4 Items

Item	Item Type	Location	Special Actions Needed
1	Loose Files	On top of pipes in room past exploding valves	—
2	Letter	Underwater, near area where you drop down from the floor above	—
3	Envelope	In room with pistol and UNITY case	—
4	Loose Files	In room down hall from radio room	—

H.A.R.M.'s Promise—0 Items

The Dive. Scene 1—4 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	Room 202, on floor by boxes	—
1b	Briefcase	By luggage cart beyond stone walkway	—
2a	Letter	Room 208, on mantle	—
2b	Envelope	Room 208, on bed	—
3a	Film	Room 203	In right alcove by fireplace
3b	Reel-to-Reel Tape	Room 207, on table by window	—
4	Envelope	On floor by fireplace	—

The Dive. Scene 2—4 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On roof beyond first attic area	—
1b	Letter	In second attic near ladder	—
2a	Loose Files	On rooftop	—
2b	Loose Files	By couch in hotel lobby	—
3	Note	In shed in garden area	—
4	Envelope	On stove in kitchen	—

The Dive. Scene 3—7 Items

Item	Item Type	Location	Special Actions Needed
1	Shipping Manifest	In office by cargo hold	—
2	Letter	By forklift in cargo hold	—
3a	Blueprint	Inside crate in cargo hold	—
3b	Blueprint	On floor by crates in room past metal catwalk	—
4a	Reel-to-Reel Tape	On shelf in room past vents	—
4b	Reel-to-Reel Tape	In cargo hold, under tipped-over crate	—
5a	Briefcase	By ladder near captain's quarters	—
5b	Briefcase	In kitchen	—
6	Letter	In nightstand drawer in captain's quarters	—
7	Captain's Log	In captain's quarters, floating over bed	—

If Our Demands Are Not Met—0 Items

A Man of Influence. Scene 1—9 Items

Item	Item Type	Location	Special Actions Needed
1	Envelope	On secretary's desk	—
2	Envelope	On desk next to secretary talking on phone	—
3	Blueprint	On lumber in unfinished area	—
4	Envelope	On desk in the left-hand manager's office	—
5	Envelope	On desk in the right-hand manager's office	—
6	Envelope	On large filing cabinets outside of Baron's ground floor office	—
7	Loose Files	On conference room table near scientists	—
8	Film	On table in Baron Dumas' office	—
9	Bonus Item	Received automatically when mission is completed	—

A Man of Influence. Scene 2—6 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	On ground in front of kennel	—
2	Ledger	In second floor office past broken machinery	Take picture with sunglasses
3	Ledger	In second floor office past locked door	Take picture with sunglasses
4	Letter	On floor near second ledger	—
5	Envelope	On table inside final building	—
6	Ledger	Near machinery in final building	—

A Man of Influence. Scene 3—4 Items

Item	Item Type	Location	Special Actions Needed
1	Briefcase	In trunk of car	—
2	Letter	On driver's seat of car	—
3	Envelope	In garbage can past hedges to the left of front door	—
4	Letter	Under front door	—

Further Investigation Required—0 Items

Safecracker. Scene 1—5 Items

Item	Item Type	Location	Special Actions Needed
1	Blueprint	In construction office	—
2	Letter	On platform in warehouse	—
3a	Letter	On floor below scaffolding in building	—
3b	Letter	On crates near guards talking about remodeling	—
4a	Envelope	On desk in basement area	—
4b	Envelope	On lumber near generator in basement	—
5a	Film	On vent behind generator in basement	—
5b	Film	On ground near gravel pile by start of mission	—

Safecracker, Scene 2—1 Item

Item	Item Type	Location	Special Actions Needed
1	Letter	On lumber behind tape player	—

Safecracker, Scene 3—5 Items

Item	Item Type	Location	Special Actions Needed
1	Note	On concrete post near starting location	—
2	Loose Files	At top of unfinished stairs	—
3	Blueprint	In area beyond locked door	—
4a	Letter	On beam over unfinished area	—
4b	Letter	On lumber near first guards	—
5a	Letter	On ground beyond locked door	—
5b	Letter	On scaffolding in first area reached with zipcord	—

Safecracker, Scene 4—5 Items

Item	Item Type	Location	Special Actions Needed
1	Envelope	On boxes in small room at start of scene	—
2	Letter	Floating in swimming pool	—
3a	Film	On floor in locker room area	—
3b	Film	On table in office near swimming pool	—
4a	Loose Files	On floor near electrical generator	—
4b	Loose Files	On table next to swimming pool	—
5a	Briefcase	Near elevators on roof	—
5b	Briefcase	On floor near elevator shaft	—

Safecracker, Scene 5—9 Items

Item	Item Type	Location	Special Actions Needed
1a	Envelope	In starting conference room on table	—
1b	Envelope	Under desk in office across from conference room	—
2a	Loose Files	On bookshelf next to photocopier	—
2b	Loose Files	On bench in waiting room area	—
3a	Loose Files	Under bench in hallway near secretarial area	—
3b	Loose Files	Under desk in secretarial area	—

Safecracker, Scene 5—9 Items (cont.)

Item	Item Type	Location	Special Actions Needed
4a	Dossier	On desk in secretarial area	—
4b	Dossier	On table across hall to left of starting conference room	—
5a	Briefcase	On table in lower floor secretarial area	—
5b	Briefcase	Under desk in lower floor secretarial area	—
6a	Dossier	In stall in men's room	—
6b	Dossier	In stall in women's room	—
7a	Film	On shelf in room across from security office	—
7b	Film	On desk in room outside of downstairs secretarial area	—
8a	Letter	On table in cafeteria	—
8b	Letter	On floor by photocopier outside of security office	—
9a	Letter	On floor near lectern in auditorium	—
9b	Letter	On floor between rows in auditorium	—

Safecracker. Scene 6—9 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	In conference room off main hallway	—
1b	Letter	On chair on balcony above conference room	—
2a	Film	Behind receptionist's desk near stairs	—
2b	Film	In conference room near stairs	—
3a	Briefcase	Under second floor conference room table	—
3b	Briefcase	Under bench on second floor	—
4	Loose Files	Second floor office	—
5a	Envelope	On desk in secretarial area	—
5b	Envelope	On desk in secretarial area	—
6a	Letter	Under desk in secretarial area	— —
6b	Dossier	On desk in secretarial area	—
7	Letter	Under safe floor	—
8	Letter	In safe	—
9	Ledger	In safe	Take picture with sunglasses

An Ounce of Hope. a Pound of Despair—1 Item

Item	Item Type	Location	Special Actions Needed
1	Note	On wall of shed	Appears after you have driven through motorcycle course

Rescue Attempt. Scene 1—7 Items

Item	Item Type	Location	Special Actions Needed
1	Passenger Roster	In conductor's office	—
2a	Loose Files	In galley next to stove	—
2b	Loose Files	In baggage room on bottom shelf	—
3a	Briefcase	By luggage area in coach car	—
3b	Briefcase	By seats in coach car	—
4	Ticket	In private berth	—
5a	Letter	On sink in bathroom of private berth	—
5b	Letter	Under seats in coach section	—
6a	Letter	Under bed in private berth	—
6b	Letter	On floor near passageway between cars	—
7a	Reel-to-Reel Tape	On shelves in back of train	—
7b	Reel-to-Reel Tape	On shelves in back of train	—

Rescue Attempt. Scene 2—4 Items

Item	Item Type	Location	Special Actions Needed
1	Note	Attached to entrance of tunnel	—
2a	Letter	On crates in rail yard	—
2b	Letter	On metal catwalk in rail yard	—
3	Film	On shelf in storage area rail yard	—
4	Dossier	In guardhouse rail yard	—

Rescue Attempt. Scene 3—6 Items

Item	Item Type	Location	Special Actions Needed
1a	Film	On filing cabinets in guardhouse	—
1b	Film	On shelves in first room inside facility	—
2a	Letter	On crates in warehouse area	—
2b	Letter	On cart in deep basement near Dr. Schenker	—
3	Security Pass	Basement office on desk	—
4	Security Pass	By elevator	Retrieve this after you use it to unlock the elevator
5	Blueprint	On shelves by yellow barrels	—
6a	Loose Files	On bunk in room with Dr. Schenker	—
6b	Loose Files	On bunk in room with Dr. Schenker	—

A Stern Warning—0 Items

Trouble in the Tropics. Scene 1—4 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On desk under codebreaker	—
1b	Letter	On shelves in storage room	—
2	Loose Files	On floor in radio room	—
3a	Envelope	On crates in dark warehouse	—
3b	Envelope	On crates in dark warehouse	—
4	Blueprint	On table in guardroom at end of scene	—

Trouble in the Tropics. Scene 2—7 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On ground in warehouse area	—
1b	Letter	On ground near watchtowers	—
2	Envelope	On board past watchtowers	—
3	Briefcase	On bench at far end of ruins	—
4a	Loose Files	In ruins	—
4b	Loose Files	On ground near locked gate	—
5a	Letter	In ruins	—
5b	Letter	In ruins	—
6	Letter	On floor next to bunk in ruins	—
7a	Loose Files	On bank of stream	—
7b	Envelope	On rock in stream	—

Trouble in the Tropics. Scene 3—2 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	In water outside of rocket testing facility	—
2	Loose Files	In cafeteria on table	—

Trouble in the Tropics. Scene 4—6 Items

Item	Item Type	Location	Special Actions Needed
1a	Dossier	On shelves in first building	—
1b	Dossier	On crates behind first building	—
2a	Letter	On floor in locker room	—
2b	Letter	On floor in locker room	—
3	Letter	On bench in locker room	—
4a	Envelope	In control room	—
4b	Envelope	In control room	—
5a	Briefcase	In cosmonaut locker room on bench	—
5b	Briefcase	On floor by desk	—
6	Letter	In cosmonaut locker room on bench	—

Low Earth Orbit. Scene 1—11 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	By empty spacesuit alcove	—
2	Letter	On crates outside of elevator	—
3a	Envelope	On table near mutated plants	—
3b	Envelope	On swing set in arboretum	—
4	Security Pass	On bar in Pink Space Lounge	—
5a	Briefcase	Next to table in Pink Space Lounge	—
5b	Briefcase	Near amorous scientists	—
6a	Loose Files	By phones in Goldenrod sector	—
6b	Loose Files	Under bench near Pink Space Lounge	—
7a	Film	In room with codebreaker	—
7b	Film	In room across from room with codebreaker	—
8	Security Pass	Elevator	Reclaim this Item after using it. It will not appear, but you will be able to take it.
9	Letter	Floating at the top of the zero gravity chamber	—
10	Film	On console in Raspberry sector	—
11a	Letter	On walkway over arboretum	—
11b	Letter	In plant bays	—

Low Earth Orbit. Scene 2—2 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	Wedged in corner of first room	—
2	Film	In escape pod	You must claim this item before getting antidote

Good Luck and God Speed—0 Items

Alpine Intrigue. Scene 1—3 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	Near barrel past first pair of guards	—
1b	Letter	On table of balcony near starting position	—
2a	Briefcase	In building near second pair of guards	—
2b	Briefcase	Sitting under window in second-floor room	—
3a	Letter	On ground near trash can	—
3b	Letter	On bench in room near guard under icicle	—

Alpine Intrigue. Scene 2—3 Items

Item	Item Type	Location	Special Actions Needed
1	Loose Files	On floor by desk in room outside of warehouse	—
2	Film	On desk by sleeping guard	—
3	Letter	On gate control panel	—

Alpine Intrigue. Scene 3—0 Items

Alpine Intrigue. Scene 4—0 Items

The Indomitable Cate Archer. Scene 1—6 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On shelves in room reached from rafters	—
1b	Letter	On rafters	—
2a	Film	On floor by boots near spiral staircase	—
2b	Film	On mantle near spiral staircase	—
3a	Briefcase	On crates on lower level	—
3b	Briefcase	On bench near elevator	—
4a	Loose Files	On shelf near ladder behind generator	—
4b	Loose Files	On desk in front of ladder	—

The Indomitable Cate Archer. Scene 1—6 Items (cont.)

Item	Item Type	Location	Special Actions Needed
5a	Letter	On floor in attic	—
5b	Letter	By toilet on ground floor	—
6a	Envelope	On crates located past locked gate	—
6b	Envelope	On floor by bookcase near electrical box	—

The Indomitable Cate Archer. Scene 2—2 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	In bed in jail area	—
2	Envelope	On crate in area outside room containing your gear	—

The Indomitable Cate Archer. Scene 3—0 Items

The Indomitable Cate Archer. Scene 4—6 Items

Item	Item Type	Location	Special Actions Needed
1a	Letter	On crate in far back of starting area	—
1b	Letter	On crate in room to left of starting position	—
2a	Envelope	On controls overlooking train area	—

The Indomitable Cate Archer. Scene 4—6 Items (cont.)

Item	Item Type	Location	Special Actions Needed
2b	Envelope	On crates near trains	—
3a	Briefcase	In water below bridge over shark pool	—
3b	Briefcase	Near couch in area overlooking shark pool	—
4a	Letter	On shelf in room with man and goat	—
4b	Letter	On table in cafeteria	—
5	Bonus Item	Baroness Dumas' lair	Received when beer tap is pulled
6	List of Names	In Baroness Dumas' safe	Unlock safe with codebreaker

A Very Large Explosion. Scene 1—1 Item

Item	Item Type	Location	Special Actions Needed
1	Ledger	On desk in secret room	After defeating first Elite Guard, go up stairs and head left. Activate wall to right to reveal secret area. Take picture with sunglasses.

A Very Large Explosion. Scene 2—1 Item

Item	Item Type	Location	Special Actions Needed
1	Bonus Item	Gondola	Received for destroying all six H.A.R.M. helicopters

Such is the Nature of Revenge. Scene 1—2 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	Next to phone booth	—
2	Film	On table in hotel near phone booth	—

Such is the Nature of Revenge. Scene 2—3 Items

Item	Item Type	Location	Special Actions Needed
1	Letter	By door of church	—
2	Briefcase	On mausoleum in left half of graveyard	—
3	Letter	Under door near UNITY case in left half of graveyard	—

Bonus System

After each mission, you receive a rating based on the number of intelligence items you locate. Depending on your rating, you get a bonus for your health, accuracy, damage, armor, ammunition, and stealth. The health bonus increases your maximum number of hit points; the accuracy bonus reduces the spread of your shots; the damage bonus increases the amount of damage done with your weapons; the armor bonus increases the amount of armor you have; the ammunition bonus increases the amount of ammunition you can carry with each weapon; and the stealth bonus reduces the amount of sound you make when moving. The bonuses are as follows:

Mission	Rating	Bonus
Misfortune in Morocco	Spy	Damage
	Master Spy	Accuracy
	Super Spy	Armor
Berlin by Night	Spy	Stealth
	Master Spy	Damage
	Super Spy	Ammo
Unexpected Turbulence	Spy	Ammo
	Master Spy	Accuracy
	Super Spy	Damage
Rendezvous in Hamburg	Master Spy	Health
	Super Spy	Armor

Intelligence Items and Bonus System

Mission	*Rating*	*Bonus*
A Tenuous Lead	Spy	Armor
	Master Spy	Stealth
	Super Spy	Ammo
The Dive	Spy	Accuracy
	Master Spy	Damage
	Super Spy	Ammo
A Man of Influence	Master Spy	Stealth
	Super Spy	Armor
Safecracker	Spy	Stealth
	Master Spy	Accuracy
	Super Spy	Ammo
Rescue Attempt	Spy	Stealth
	Master Spy	Ammo
	Super Spy	Accuracy
Trouble in the Tropics	Master Spy	Stealth
	Super Spy	Accuracy
Low Earth Orbit	Spy	Accuracy
	Master Spy	Ammo
	Super Spy	Armor
Alpine Intrigue	Spy	Stealth
	Master Spy	Accuracy
	Super Spy	Ammo
The Indomitable Cate Archer	Spy	Damage
	Master Spy	Stealth
	Super Spy	Damage
A Very Large Explosion	Spy	Ammo
	Master Spy	Accuracy
	Super Spy	Damage
Such is the Nature of Revenge	Spy	Damage
	Master Spy	Accuracy
	Super Spy	Armor

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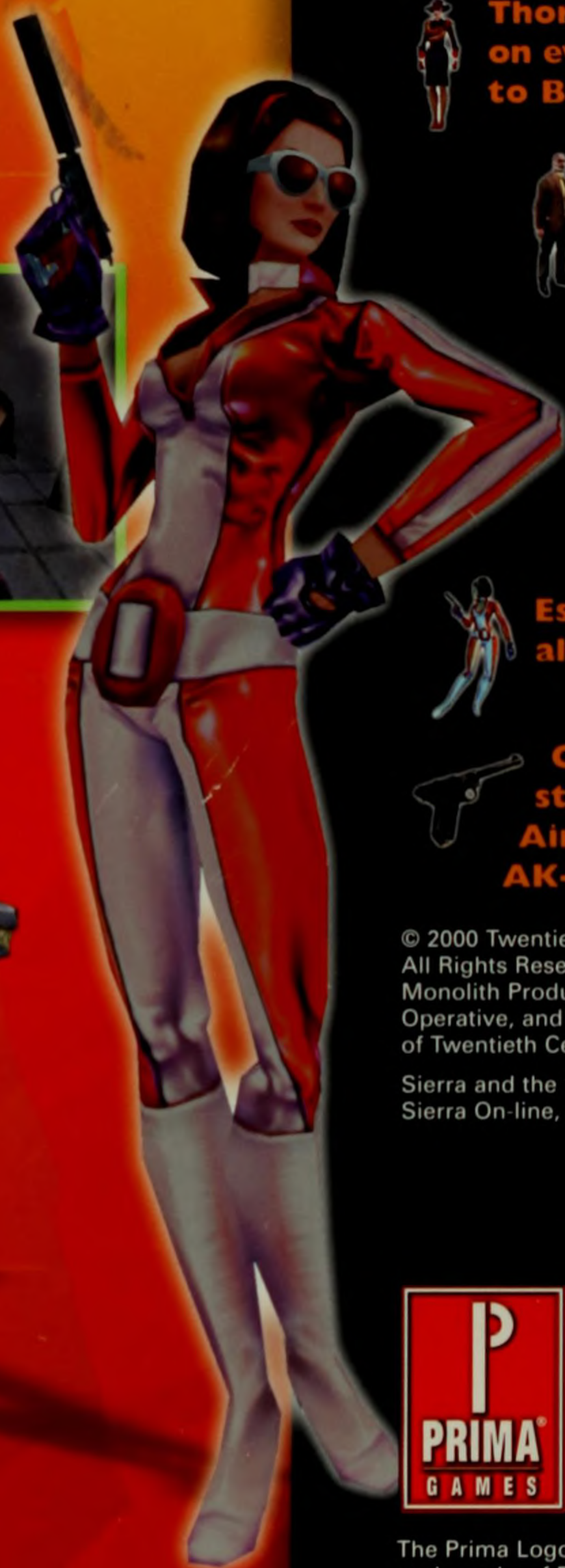

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